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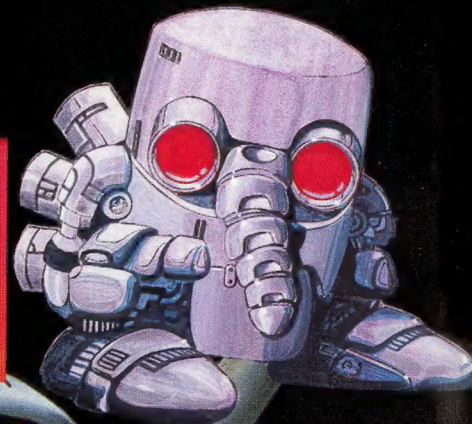
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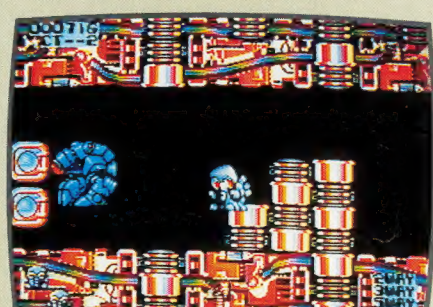
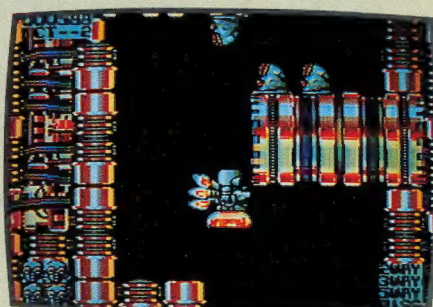
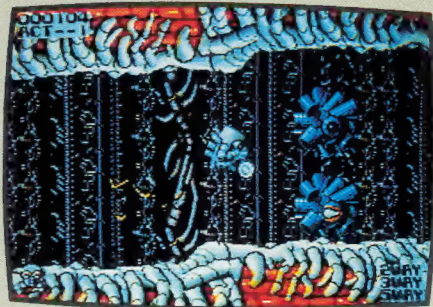
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GAME Player's SEGA GENESIS STRATEGY GUIDE

April/May 1991

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EDITOR'S NOTES

The Consumer Electronics Show is the showplace in the world of videogaming. Twice a year, videogame producers and videogame system manufacturers from all over the world come to CES to show off their latest products, and to announce their plans for the future. They fill football-field-sized halls with their displays. If you're a fan of videogaming, the Consumer Electronics Show is one of the most exciting experiences of the year.

This year's first show, the Winter CES in Las Vegas, was certainly exciting. Sega's Genesis pavilion was bustling. While attendance at other exhibits was comparatively light, Sega was able to draw a strong and steady crowd of interested spectators.

Sega didn't unveil its CD-ROM player, although Sega spokespersons did confirm that one exists. But until Sega is sure that the U.S. market will support CD-ROM's cost (the least expensive CD-ROM drives are nearly \$400), Sega will delay release of the new hardware. There may be a CD-ROM in Japan next year, but not in the U.S.

The Game Gear, officially announced for U.S. release at the show, drew a lot of attention. Many new titles were on display, and response was very enthusiastic. For more about the Game Gear see "The Winter Consumer Electronics Show" on page 18.

A number of the Genesis games on display had been announced at previous Consumer Electronics Shows, although some (like *Spider-man*) had been announced nearly a year ago and were being shown for the first time.

So why was the Sega pavilion such a busy place? My theory: It was like an arcade, a place people go just to enjoy themselves. When the day's work was done, or when there was time for a break, the same faces returned again and again to the rows of Genesis consoles. Even the older titles found new fans at the show, with players returning several times to try — just once more — to beat the Blue Lobster in *Revenge of Shinobi*, or to drive for another touchdown in *Joe Montana*. People seemed to crowd those Genesis machines because they *wanted to*. And to a Genesis fan like me, that was the most exciting news of the show.

Matthew A. Firme
Associate Editor

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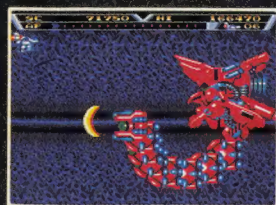


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Zana Keene, trained as a test pilot at the United Government Military Academy, knew what he had given her... access to the space fighter "Chameleon" ERX-75 — capable of combat in Nether Space, and of transforming itself into a robot — the strongest weapon ever developed by the United Earth Army. Zana Keene knew what she must do. "Use this... save Earth."



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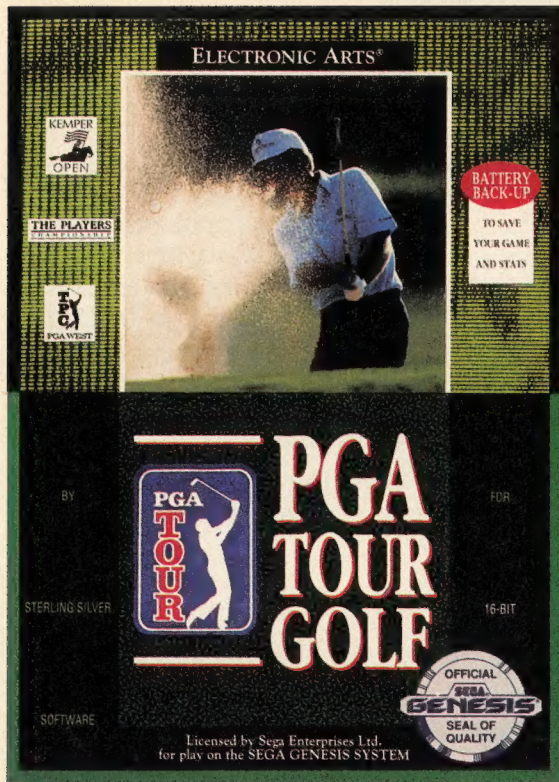
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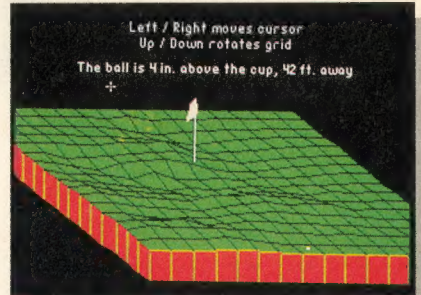


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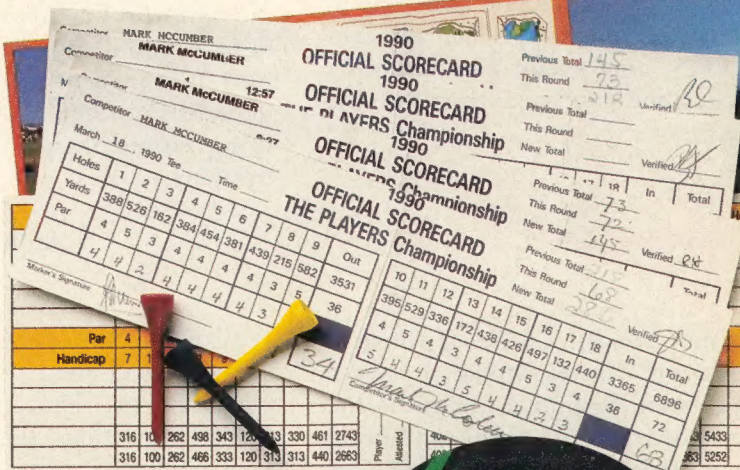
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The Revenge of Shinobi

I'm having trouble with the computer boss in level three of *The Revenge of Shinobi*. How do I beat it? I've tried to break the glass case that the brain is in, but the laser above me just keeps on hitting me. How can I kill one thing and concentrate on another?

Chris Himes
Kentucky

If you stand right next to the computer brain's case when it's closed, then the lasers won't hit you. As the case opens, move back until you're standing just out of the case's reach when it's open all the way. Turn and face the brain, but be careful not to step forward or back. The laser should be just behind you. Stay in this position, even when the case closes, and attack with spinning leaps and shuriken when the case opens.

Castle of Illusion

I just bought *Castle of Illusion: Starring Mickey Mouse*. I have a problem, though. I can get to the end of world 3-1, but I can't jump over the big rock at the end. Can you help me?

Meghan Lynn
Illinois

You don't have to jump over the rock at all. There's a secret underground passage leading to the exit.

Jump into the water immediately after you cross the *second* bridge. Swim to the bottom, and you're on your way.

Technical Problems

I recently purchased the Sega Genesis System. It's the best entertainment system I've ever bought, but there's a minor problem with the system.

After playing Genesis for about five to ten minutes, the game screen on my computer monitor starts to flicker and distort the game field. It may flicker as long as two minutes or more. I looked at the troubleshooting card in the Genesis instruction manual and checked all the connections to the system and the monitor. I've tried everything to fix it, and it still flickers when I play. Is there anything you can do to fix this problem? Is there something wrong inside the Genesis System?

Anthony Capiral
New York

We can offer a bit of advice, but we haven't encountered the problem you're having. First, try checking those connections again. Be sure your RF switch is plugged in securely, and check your power supply — if it's a bit loose, it can cause interference. Don't set your Genesis console on something soft, like carpet. This can cause it to overheat.

There's also a possibility that it's not your Genesis at all. It could be your TV set. The signal the Gen-

esis sends is a strong one, and can make your TV sensitive to nearby electrical equipment, such as VCRs and CD players. Try unplugging any appliances near your set and see if this makes a difference.

If you're still having trouble, call a Sega representative at 1-800-USA-SEGA. They'll probably be able to give you some specific advice.

Michael Jackson's Moonwalker

In *Michael Jackson's Moonwalker*, I'm having trouble with the lasers on the ceiling in stage 5-2. I wonder if you can help me with my problem.

Joe Brown
Massachusetts

Try stomping around on top of the computer terminals. They'll explode, disabling some of the lasers.

Truxton

In *Truxton*, how many times do you have to go through it before you actually beat it? Please tell me if you have any secrets at all.

Abraham Spigner
New York

You only have to go through all the stages in *Truxton* once. After you've cleared the last stage, the ending will be displayed. You can then continue your game from the beginning again once the credits are



over — but you've already won the game.

The best tip we have for *Truxton* is that you can do more damage to a boss if you bomb it, then pause the game for about 20 seconds as the bomb explodes.

Cyberball

Here's a code that will put you in the final game of *Cyberbowl I*: E5BB XR11 BHGX. You'll use the Pittsburgh Bolts, who finished with a 15-1 record during the regular season. The computer is Washington — be careful, they can be tough. You also have about \$470,000 to buy new players. I prevailed 54-30 — can you?

Jason Carter
California

Cyberball fans everywhere thank you!

Thunderforce 3

I have a secret for *Thunderforce 3*. When you're in play, press pause and move the controller around and around in a clockwise direction while pressing the A button. This will give you all the weapons. When you're finished, press the A button, and you'll get the last two ships that rotate around you. You can do this as often as you like.

Justin Madore
Pennsylvania

Thanks for the tip!

Turtles for Genesis?

Will there ever be a *Teenage Mutant Ninja Turtles* for Sega Genesis? And will there be something like Nintendo has so more than two players can play at once?

Reggie Steve
New York

I would like to know if Sega Genesis is going to make *Final Fight*.

Hans Causevic
Ohio

Sega hasn't announced plans for Genesis versions of *Turtles* or *Final Fight*, or for a multi-player controller. There's nothing preventing game companies from designing Genesis versions of those games, though, so who knows?

Until we know more, you might be interested in Tengen's Genesis version of the terrific arcade game *Pit Fighter*. It will be out soon for the Genesis, and packs the same wallop as *Final Fight*.

Shinobi Tips

In your Vol. 1, No. 1 issue, you said you should beat the last guy in *The Revenge of Shinobi* by hitting him with shuriken and taking hits until you would die with the next blow, then use Mijin to blow him up. While this is sound advice, there is a better way.

At the end of the second round in district 8 (when you get to the part where you can see the exit sign),

turn around, jump up, and throw shuriken repeatedly. You should pop a hidden "pow" box. Retrieve this and go to the exit. When you get to the master, use the "pow" and Ikazuchi to protect yourself while he's still coming up through the floor.

The master should go down with about five or six hits when his hair is stuck straight out at you. I found this method a lot easier than how you said to do it.

David Auth
Virginia

Both methods work, but yours is a lot easier. Thanks, David!

E-SWAT

An easier way to get through the level boss on the fifth stage of *E-SWAT* is to stay on the left side of the screen on the floor. Just stand in the corner with your super-shot ready, and the boss will keep swooping down right into your shots. You should take him out with just a few shots.

Edwin Cintron
Pennsylvania

Thanks, Edwin.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack
300 A-E South Westgate Dr.
Greensboro, NC 27407

Code BREAKERS

Hints, Tips, and Secret Codes

Shadow Blasters

Invincibility: Use this trick to become invincible. During a two-player game, both players must press Start simultaneously just as one of the characters runs out of energy. This invincibility works as long as you don't fall through a crack or into a pit.

John Madden Football

Passwords: With these passwords, you can play as either of the two teams mentioned in tournament play.

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James "Buster" Douglas Knockout Boxing

Sound Test: To listen to all the sounds and music in the game, press Start on controller 2 at the game select screen.

Cyberball

Passwords: These passwords will let you compete in the play-offs as the Dallas Destroyers.

Round One — LUBB BRHV BDZV
Round Two — L5BB BXUV BDZV

Shadow Dancer

Stage Practice: To practice on any level and in any scene in the game, hold down A, B, and C and press Start during the title screen.

Alex Kidd in High Tech World

Crank Call: To place a joke-call to the police in this Master System game, dial 911 on the phone.

Afterburner II

Extra Missiles: To get extra missiles in each round, hold down the following combinations while you're refueling.

Round 3 — left and B
Round 5 — right and B
Round 9 — B
Round 11 — right and B
Round 13 — left and B
Round 16 — right and B
Round 19 — B
Round 21 — right and B

Reverse Controls: To reverse your plane's controls, hold down both A and B on controller two and press Start on controller one.

Whip Rush

Three Free Ships: Just before you reach the boss of stage 4, you'll come across a group of three enemy ships. Each is worth 100,000 points—that's a free life for each of the three ships.

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers

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Batman Is Coming!

In a roundabout way, some of the very best news for Genesis players we've heard yet this year comes from Nintendo of America.

At this year's Winter CES, Nintendo of America announced that it will no longer restrict its licensees from making versions of Nintendo titles for any other game system. This means that a company which produces a title for the Nintendo system (including Nintendo's 16-bit system) can release

a Genesis version of that game as well.

The first title likely to benefit from this new situation is SunSoft's *Batman*. Because SunSoft wanted to produce a Nintendo version of the game, the company had to agree not to release a Genesis *Batman* in the U.S.—even though they had already designed a Sega Mega Drive version for release in Japan.

But now that Nintendo's licensing policy has changed, there's

nothing preventing SunSoft from bringing the existing Mega Drive *Batman* to the Genesis. In fact, SunSoft is now an official Sega Genesis licensee. And because the Mega Drive and Genesis are almost identical, it won't take long to convert the existing game to the Genesis format. You should see *Batman* in stores everywhere by the end of May.

And watch for a special *Batman* feature in our next issue!

New Controllers

We've seen a lot of new peripherals for the Genesis in the last few weeks, including two new joysticks. Using them won't guarantee record scores, but they *can* improve your game play if you learn how to take advantage

of their many features.

The Python 3 from QuickShot is designed to give you that gaming edge. The three standard Genesis control buttons, a trigger button and two mounted on top of the stick, are arranged on an aircraft-style joystick. The Python 3 also features a high-speed turbo option, although it doesn't let you select which button will be turbo. It's either all or none. The eight-direction BioGrip handle is contoured for maximum control, and the joystick's base has four suction cups to provide stability. The Python 3 comes with a four-foot cable.

Quickjoy's new joystick, the SG Fighter, has auto-fire and slow-motion functions, audible micro-switches, and two LED function indicators. A contoured hand grip and nylon stick give you maximum control over your game play.



The QuickShot Python 3



The SG Fighter from Quickjoy

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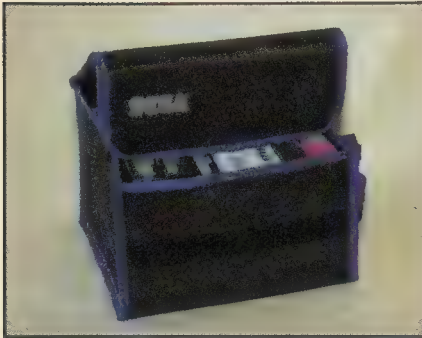
ULTIMA VI
THE FALS
PROPHET



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BYTES NEWS

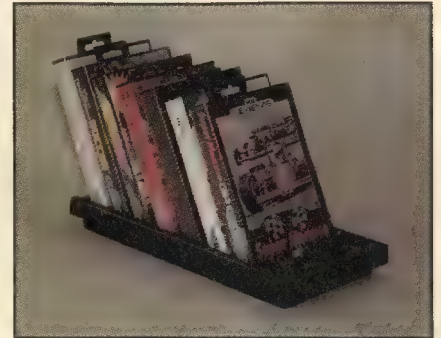
New Sega Products from Nuby



Cartridge Soft Pak



System Carry Case



Cartridge Caddy

Nuby has two new accessories that can help you transport your Genesis games and system safely, plus one to help you keep games organized.

Nuby's Cartridge Soft Pak is a carrying case that holds up to eight games. Made of strong, padded nylon, the Soft Pak protects your game

cartridges from travel bumps and injuries. There's even an attached carry strap.

The System Carry Case lets you carry your entire Genesis system safely and conveniently. The plastic Carry Case holds the Sega Genesis System, a Power Base Converter, two controllers, and up to six games. The inside compartments are injection-molded, so your system components are snug and safe. Two latch snaps keep the Carry Case from popping open, and the case's handle lets you tote it as easily as a briefcase.

Also from Nuby is the Cartridge Caddy, a "flip-file" that conveniently stores and organizes eight games. This isn't a travel accessory, but should help keep those games organized on the home front.

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Genesis

All \$49.99 Unless Listed
Aero Blaster
After Burner II
Air Diver 46.99
Alex Kidd 39.99
Andromeda Mission
Arnold P. Golf 47.99
Atomic Robo Kid
Battle Mission
Battle Squadron
Bean Ball Benny
Bimbi Run
Bowling
Budokan
Burning Force
Buster Douglas
Boxing
Caesar
Colorado
Columns 29.99
Crackdown
Crime Traveler
Curse 44.99
CyberBall
Death By Steel
Demolition Derby
Dick Tracy
DJ Boy 54.99
Dynamite Duke
E-Swat
Final Assault
Final Zone
Fire Shark 46.99
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Gain Ground TBA
Ghostbusters
Ghoul's n' Ghosts
Golden Axe 55.99
Hard Drivin
Hell Fire
Herzog Zwei 44.99
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Joe Montana Football
John Madden Football
Ka-Ge-Ki
Klax
Lakers vs Celtics
Land Buster
Last Battle 39.99
Mickey Mouse
Mondus Fight Palace
Monster Lair TBA
Moonwalker
Musha
Mystic Defender 52.99
Paperboy
Pat Riley's Basketball
Phantasy Star II 65.99
Phantasy Star III TBA
Phelios
Populous
Rambo III 45.99
RBI Baseball 3 TBA
Revenge of Shinobi 55.99
Road Blasters
Shadow Blaster
Shadow Dancer 69.99
Shove It 39.99
Soccer 35.99
Space Harrier II 39.99

Star Blade TBA
Storm Lord TBA
Strider 69.99
Super Hang-On 39.99
Super Volleyball
Super Hydride 54.99
Super Monaco GP
Super Thunder Blade 39.99
Sword of Vermillion 69.99
Sword of Sodan 49.99
Target Earth 52.99
Techno Cop 54.99
Thunder Force III 59.99
Thunder Force II 52.99
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Truxton 39.99
Twin Hawk
Whip Rush
Wrestle War
Zany Golf
Zoom 34.99
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Control Pad 19.99
Power Base Conv. 29.99
HAPP Comp ProPad 29.99
Beeshu Striker Pad 29.99
Beeshu Gismo 59.99
Remote Joystick 39.99
Super Stick 29.99
Stack Rack 9.99

Mega Drive

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Arrow Flash
Batman (Call)
Caesar
Crush of Demon
Dangerous Seed
Darius 2
Darwin 4081
Elemental Master
Forbidden City
Gaines
Granada
Gynous
Junction
Magical Boy
Mega Panel
Midnight Resistance
Monster Hunter
New Zealand Story
Osumatsu
Rainbow Island
Rastan Saga II
Ringside Angel
Space Invader '90
Star Cruiser
Tiger Heli
Verirex
Volvif
XDR
XE-1 Joystick 59.99
XE-1 Batwing 129.99

Game Gear

Game Gear 249.99
All Games \$49.99
Columns
Pengo
Super Monaco GP
Wonder Boy
G-Loc
Pro Baseball
Dragon Palace
Shanghai 2
Pop Breaker
Warehouse Boy
Psycho world
Super Golf
Fantasy Zone 3
GG Stealth
Tennis
Space Harrier 3
Out Run
Alien Storm
Alex Kid
Golden Axe
Competition Kung-Fu
Golf
Berlin Wall
Ganma
Head Buster
Junction
Woody Pop
Fantasy Zone
Kineko
Camp Gear

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GENESIS PRODUCT GUIDE

With so many Genesis games and new accessories either on the shelves or in the news, it's becoming a bit difficult to keep them all straight. Who makes what, and how can you learn more? To help you get the facts, here's a list of companies manufacturing products for the Genesis system.

ACCOLADE

550 S. Winchester Blvd.,
San Jose, CA 95128
(games)
Ishido: The Way of Stones
Star Control (coming soon)
Hardball! (coming soon)
Turrican (coming soon)
Onslaught (coming soon)

ACTIVISION

3885 Bohannon Drive
Menlo Park, CA 94025
(games)
Mondu's Fight Palace

BEESHU

930 Carter Road
Winter Garden, FL 34787
(accessories)
Gizmo — joystick controller
Striker — joypad controller

BIGNET/MICRONET USA

388 Market Street, Suite 500
San Francisco, CA 94111
(games)
Junction (coming soon)
Warrior of Rome (coming soon)

DREAMWORKS

150 Woodbridge Plaza, Suite 10201
Wayzata Boulevard
Minnetonka, MN 55343
(games)
Shove It!
Target Earth
Fire Shark
Trampoline Terror!

Jesse "The Body" Ventura's Wrestling Superstars (coming soon)
Wings of Wor (coming soon)

ELECTRONIC ARTS

1820 Gateway Drive
San Mateo, CA 94404
(games)
Populous
Budokan
Zany Golf
John Madden Football
Lakers vs. Celtics
Sword of Sodan
Battle Squadron
PGA Tour Golf
James Pond, Underwater Agent (coming soon)
Road Rash (coming soon)
Dark Castle (coming soon)
King's Bounty (coming soon)
Blockout (coming soon)

HAPP CONTROLS

106 Garlich Drive
Elk Grove Village, IL 60007
(accessories)
Happ Competition Pro — joypad controller

KANEKO USA

1370 Busch Parkway
Buffalo Grove, IL 90505
(games)
D.J. Boy
Air Buster (coming soon)
The Berlin Wall (coming soon)

KYUGO TRADING COMPANY

2-6-14 Higashiyama
Meguro-ku
Tokyo, Japan
(games)
Cross Fire (coming soon)

NAMCO

3255-1 Scott Boulevard, Suite 102
Santa Clara, CA 95054-3013
(games)
Phelios
Burning Force
Powerball (coming soon)

NUBY MANUFACTURING COMPANY

30 Fitzgerald Drive
Jaffrey, NH 03452
(accessories)
Cartridge Caddy — organizer
Cartridge Soft Case — organizer
System Case — organizer

NUVISION ENTERTAINMENT

10 Apple Road, #33
Beverly, MA 01915
(games)
Bimini Run (coming soon)
BeanBall Benny (coming soon)
Swamp Thing (coming soon)

RAZORSOFT

7416 N. Broadway, Suite A
Oklahoma City, OK 73116
(games)
TechnoCop
StormLord (coming soon)

GENESIS PRODUCT GUIDE

RENOVATION

987 University Avenue, Suite 10
Los Gatos, CA 95030

(games)

Whip Rush

Final Zone

Granada

Arrow Flash

Gaiars (coming soon)

Gain Ground (coming soon)

VALIS III (coming soon)

Dinoland (coming soon)

SAFE CARE PRODUCTS

60525 Decatur Road
Cassopolis, MI 49031

(accessories)

Stack Rack — organizer

SAGE'S CREATION

12062 Valley View, Suite 250
Garden Grove, CA 92645

(games)

Insector-X

Kageki

Shadow Blasters

Crack Down (coming soon)

SEISMIC

3375 Scott Boulevard, Suite 100
Santa Clara, CA 95054

(games)

Air Diver

Hell Fire

M.U.S.H.A. (coming soon)

SEGA OF AMERICA

573 Forbes Boulevard
P.O. Box 2167
San Francisco, CA 94080

(games & accessories)

Afterburner II

Alex Kidd in the Enchanted Castle

Arnold Palmer Tournament Golf

James "Buster" Douglas

Knockout Boxing

Columns

Cyberball

Dynamite Duke

E-SWAT

Forgotten Worlds

Ghostbusters

Ghouls 'n Ghosts

Golden Axe

Herzog Zwei

Joe Montana Football

Last Battle

Michael Jackson Moonwalker

*Mickey Mouse and the Castle
of Illusion*

Mystic Defender

Pat Riley Basketball

Phantasy Star II

Rambo III

Revenge of Shinobi

Shadow Dancer

Space Harrier II

Strider

Super Thunder Blade

Super Hang-On

Super Monaco GP

Sword of Vermilion

Thunder Force II

Tommy Lasorda Baseball

Truxton

World Championship Soccer

Zoom

Dick Tracy (coming soon)

Spider-Man (coming soon)

Fantasia (coming soon)

Flicky (coming soon)

Abrams Battle Tank (coming soon)

688 Attack Sub

Alien Storm (coming soon)

Sonic the Hedgehog (coming soon)

Arcade Power Stick —
joystick controller

Power Base Converter —
allows play of Master System
games on Genesis

TECHNOSOFT

1255 Post Street, Suite 1040
San Francisco, CA 94109

(games)

Thunder Force III

TENGEN

675 Sycamore Drive
Milpitas, CA 95035

(games)

Hard Driver

Klax

RBI Baseball III (coming soon)

Paperboy (coming soon)

Roadblasters (coming soon)

Pit Fighter (coming soon)

TRECO USA

2421 205th Street, D-104
Torrance, CA 90501

(games)

Atomic Robo-Kid

Dando (coming soon)

Task Force Harrier (coming soon)

VIDEO SYSTEM COMPANY

17800 South Main Street, Suite 121
Gardena, CA 90248

(games)

Super Volleyball

IT'S HERE!

GAME PLAYER'S SEGA® GENESIS® STRATEGY GUIDE.

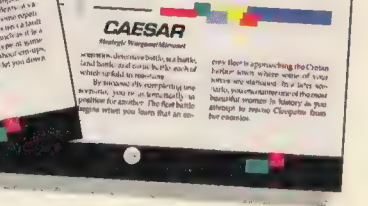
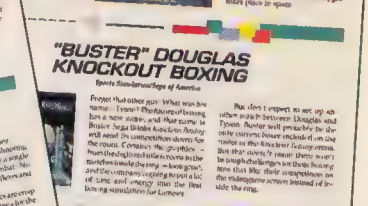
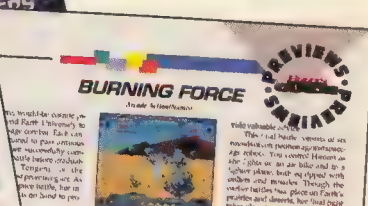
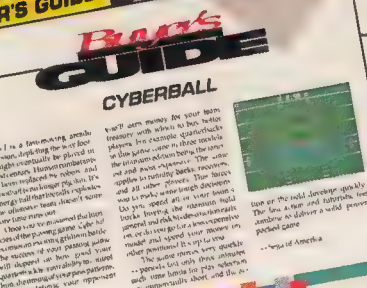
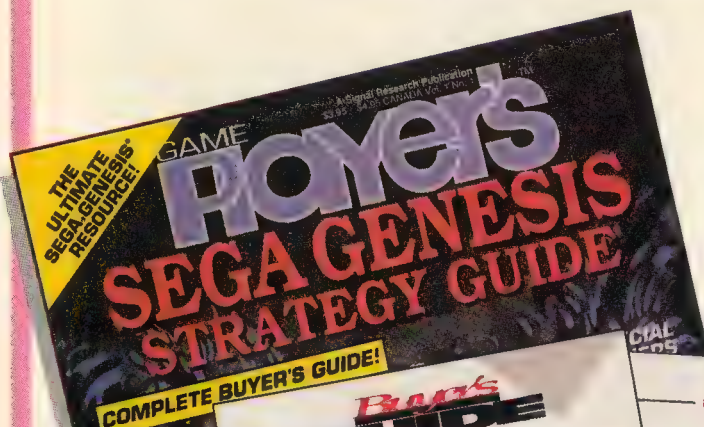
TIPS, TRICKS, AND
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FEATURES, AND
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A large, stylized, blue-outlined letter 'T' with a white fill, positioned at the top left of the page, partially overlapping the main title.

THE WINTER CONSUMER ELECTRONICS SHOW

Matthew A. Firme

Sega's exhibit at the recent Winter Consumer Electronics Show (CES) in Las Vegas was a very busy place. While many people felt that the overall turnout at CES — one of the largest trade shows in the world — was below average, you'd never have guessed it from the Sega booth.

As expected, Sega officially introduced the handheld Game Gear to the U.S. market and displayed many new games. There were also a few surprises — such as a plug-in stereo speaker system for the Genesis, and word of mail-in rebates on the purchase of new Genesis systems. But Sega did not show its long-awaited CD drive, nor did Sega announce the TeleGenesis telephone modem.

Most of the excitement centered on the Game Gear and the new Genesis titles. Rows of monitors and Genesis machines were set up, and in most cases there were lines of people waiting to play the games.

Sonic the Hedgehog

Although nearly all of the new games at Winter CES sparked interest, the one people seemed to talk about the most was Sonic the Hedgehog. The star of this Genesis game, Sonic, is a dizzyingly fast blue hedgehog. He looks cocky — and with his speed, it's no wonder. He can run so fast that the backgrounds seem to blur, a truly remarkable effect. The scenes scroll by so fast that you almost feel woozy as you watch.

Sonic the Hedgehog has more going for it than pure rapidity. The graphics are excellent, as good as many games for the Amiga personal computer. And there's a sense of good-spirited mischief in Sonic's expressions and manner that makes him instantly likeable. He's destined to become the Roadrunner of the 1990s.

Despite the complexity of the graphics, the speed of the scrolling, and the many items and characters scattered throughout the game, the Hedgehog cart we saw at Winter CES was less than half finished. What more could there be? Well, how about secret rooms, "Easter eggs," and hidden items! Secrets like these will be a big part of the game, and they should help insure that Sonic the Hedgehog becomes one of Sega's best-selling new titles.

Two other Genesis games were also noteworthy, both long-awaited sequels. And both were very impressive.

In *Phantasy Star 3*, you'll return to the fabulous *Algol* system — and explore beyond it. This promises to be the most detailed role-playing game ever released for a home videogame system.

And Joe Musashi returns in *Shadow Dancer: The Secret of Shinobi*. This time, Musashi is accompanied by Yamato, his loyal dog. The action is nonstop and the graphics are terrific — just take a look at our

strategy feature on page 28!

We also saw two games we'd been hearing about for close to a year. It's been awhile since they were first introduced, but from what we saw, the wait was justified.

Both Abrams Battle Tank and 688 Attack Sub were licensed by Sega of America from Electronic Arts, and both are based on best-selling computer games. Abrams was immediately impressive as a true simulation, allowing the player to roam freely across the game's three-dimensional terrain (while blasting enemy tanks and other targets, of course!). This kind of freedom differs greatly from the "track" games we've come to expect from videogame systems. Track games allow only small variance from a set course, like the motorcycle track in Super Hang-On.

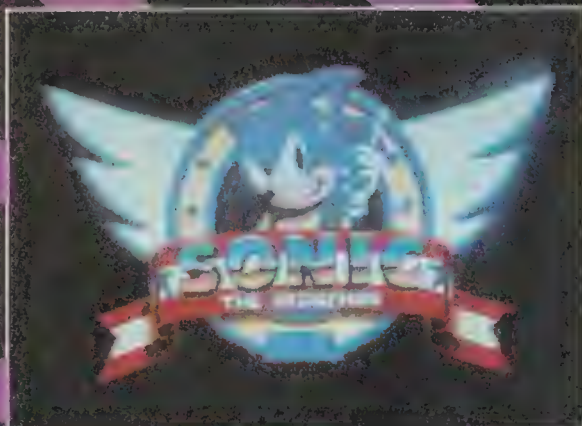
Another Genesis game we can't wait to play is Alien Storm. Only a demo was running at the show, but the graphics were enough to sell us on this one. You move through Anytown, USA, running into neighbors as you go. But any one of them might suddenly explode into an alien monster. You don't know whom to trust. All you can do is be ready, and suspect everyone.

Finally, how would you like a maze game that's different each time you play? Take a look at the review of Fatal Labyrinth on page 68 — the mazes change each time you play, and so do the functions of various items and magic spells, so the game is always fresh.

Independent Software

Not all of the excitement at Winter CES was generated by Sega of America. Independent companies occupied a large area in Sega's booth and were showing dozens of new Genesis games.

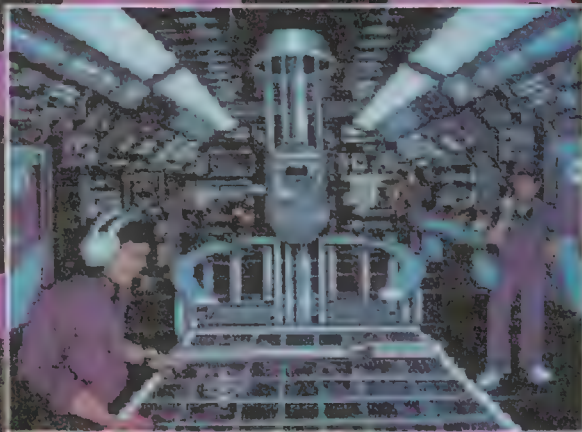
RazorSoft, whose TechnoCop has caused much controversy, is back



Sonic the Hedgehog



Phantom Fear 3



688 Attack Sub



Abrams Battle Tank

with *StormLord*, a side-scrolling adventure. And once again, RazorSoft is stirring controversy. In fact, one version of *StormLord* was removed from display at CES by order of Sega of America. This time the question is whether the female figures in the game are clothed or not.

RazorSoft's position is that the Genesis audience is older and more mature than the audience for other systems. The company plans to put a voluntary warning label on the package, as was done with *TechnoCop*. But Sega of America says that it won't allow the risqué version to be released at all, with or without warnings. Sega says it will release an alternate version, which *was* allowed to remain on display at the show. In this version, the women are obviously clothed. RazorSoft still hopes to release its original version, and as this issue goes to press, the game's release date is being delayed.

Accolade is working on a Genesis version of the futuristic computer game *Star Control*. Based on the preliminary version we saw, this should be a very detailed and very exciting game — a combination of role-playing, military strategy, and arcade action. The company also showed *Hardball!*, a Genesis version of the popular PC baseball simulation; *Turrican*, a dazzling action game based on the Amiga hit; and *Onslaught*.

Taito is planning to release three new Genesis titles: *Saigaia*, a scrolling shooter; *Space Invaders 91*, a re-vamped version of the old classic (see our review on page 77); and *Rastan Saga II*, featured on page 57.

Data East, whose games have been seen for years in arcades and for the PC and Nintendo, announced that it will begin producing Genesis titles. The company hadn't yet worked out the details of its licensing agreement with Sega in time for CES, and therefore wasn't displaying any games at the show. However, Data East plans to proceed with



Star Control



Hardball!



Turrican



Onslaught

Crystal Quest, a race game set in space, and *Midnight Resistance*, based on an arcade game, as soon as the agreement is finalized. Data East plans to release more Genesis titles throughout the year.

As we announced in the "News Bytes" column of our last issue, Tengen will release Genesis versions of the popular arcade games *Pit Fighter* and *Pac-Mania*, plus *R.B.I. Baseball III*. When we saw *Pit Fighter*, we were immediately impressed. Like the arcade version, the Genesis game uses entirely digitized characters, giving the game a unique, realistic look.

Mentrix, a new Sega licensee, announced its first Genesis title: *Wardener*, which is based on the arcade game *Pyros*.

Nuvision, whose *Bimini Run* is reviewed in this issue, is working on *Swamp Thing*, based on the DC Comics superhero.

Micronet/Bignet USA is planning to release three Genesis titles in 1991. In addition to *Junction* and the military strategy game *Warrior of Rome* (both covered in this issue), the company displayed *Raiden*, a side-scrolling shoot-em-up.

The Game Gear

As we noted in our last issue, Sega will release its Game Gear color portable this summer. Sega officially debuted the Game Gear at Winter

CES — and the display was packed with TV crews, reporters, and people anxious to try the system for themselves.

The Game Gear has been on sale in Japan since early October, and our article in the last issue was based on our experience with a Japanese unit and two games. We weren't very impressed with the games we had. But some of the titles we saw at CES were impressive, to say the least.

One that really stood out was *Shinobi*. As any Sega player knows, the *Shinobi* character has been in quite a few games — for everything from arcade machines to the Master System. What really impressed us about the Game Gear version was how very much the characters and animation looked like the characters and animation in the Genesis game *Revenge of Shinobi*. Clearly, the Game Gear is capable of some pretty impressive visuals for its size. As new games are produced, those visuals should get better and better.

Sega seems very confident that the Game Gear will sell well in the U.S. In fact, Sega of America president and chief executive officer Tom Kalinske predicts the Game Gear will sell even better in the U.S. than in Japan. He's confident that Sega will take the lead in the American hand-held market — a bold prophecy, considering that Nintendo has already sold more than five million Game Boys in the U.S. alone. But Sega points to marketing research which indicates that game players prefer the Game Gear's color graphics over the Game Boy's black-and-white screen.

There was certainly plenty of excitement over the Game Gear and the games on display. People of all ages waited in line to play *Shinobi* and other Game Gear titles, such as *G-LOC* (an arcade translation), *Columns* (which comes with the Game Gear), and *Super Monaco GP* (adapted from a Master System and Genesis car-racing game).

Nevertheless, to become the hand-held leader, Sega will have to contend not only with the Game Boy — currently the best-selling portable in both the U.S. and Japan — but also with Atari's new low-priced (\$99) Lynx, unveiled at CES. The Game Gear, at \$159.95, is priced significantly higher than the new Lynx or the Game Boy.

The American version of the Game Gear will be virtually identical to the Japanese version we described in our last issue. It measures 7 inches wide, 3.5 inches tall, and 1.25 inches deep. Centered on the Game Gear's top panel is a 3.25-inch liquid crystal display (LCD) screen, which can show as many as 32 colors at a time out of a possible 4,096. The LCD is backlit, which means it can be viewed in any lighting, even complete darkness. By comparison, Nintendo's Game Boy has a 2.5-inch black-and-white LCD which is not backlit; Atari's Lynx has a 3.5-inch backlit color LCD; and NEC's TurboExpress has a 2.6-inch color LCD that uses active-matrix technology, which is superior to (but more expensive than) either the Game Gear or the Lynx.

Other features include true stereo sound and competitive play through an optional cable that links two Game Gears. Future accessories will include an AC power adapter, a 12-volt cigarette lighter adapter, and a rechargeable battery pack.



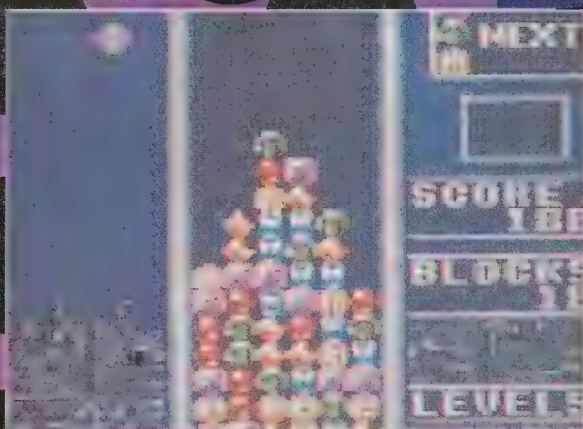
The Game Gear



Super Monaco GP for Game Gear



G-LOC for Game Gear



Columns for Game Gear

WARRIOR *of* ROME



William R. Trotter

Until a year or two ago, most of the "strategy" in videogames was limited to choosing which magic spell to use against the trolls on level 4 of the dungeon, or which power-ups to grab before your horrific confrontation with the Boss of the Fifth Stage. Real, in-depth strategy games and military simulations were considered beyond the capability of 8-bit game machines — and too complex for most videogame players. If you wanted a deep and intellectually challenging strategy game, you *had* to own a personal computer.

But the videogame market has changed a lot in the past two years, and so have the machines. Today's 16-bit game systems have as much power and memory as most home computers had only five years ago (not to mention infinitely better graphics!). As a result, today's videogame market is much broader. It includes many thousands of young adults, college students, and even middle-aged parents. These people might have begun their gaming on the Nintendo, but they're now looking for games that offer more than ninja-bashing and koopa-kicking.

Warrior of Rome, from Bignet U.S.A., is one of the first Sega Genesis games targeted for this broader, more mature market. It's a very in-

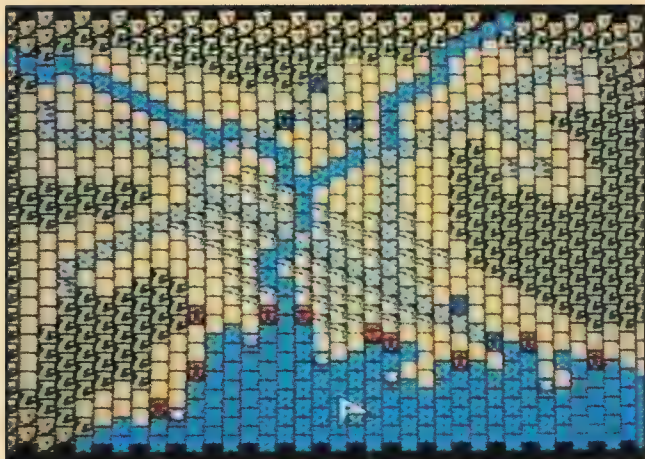


The game begins on the island of Crete, where Caesar has his forward supply bases. The city and the Mediterranean are displayed in luscious graphics. On the distant horizon, approaching pirate ships are just visible.

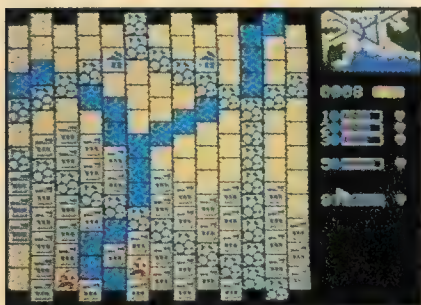


Bignet U.S.A., 388 Market Street, Suite 500, San Francisco CA 94111

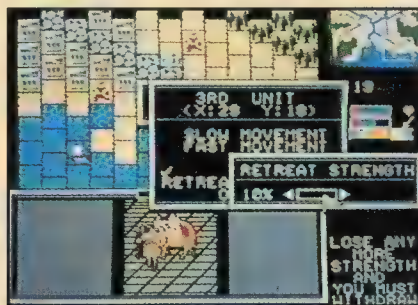




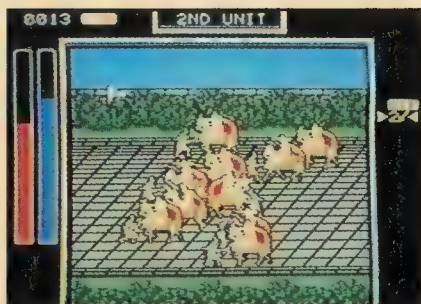
The Map switch lets you go from the battlefield to a map of the entire area, so you can plan your maneuvers intelligently.



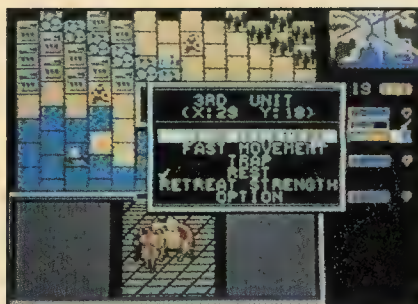
While holding down the C button, you can scroll the tactical map in any direction.



A unit's "retreat strength" limits how much damage that unit will take before it retreats out of battle.



By clicking on a unit engaged in battle, you can view the battle close up. Here, Caesar's cavalry units are besting the enemy.



Unless the situation is critical, march your troops at the slower rate — they'll be much more effective when they go into action.



teresting game, and accessible to even novice strategy gamers. Of course, to achieve this accessibility, the game sacrifices some of the realism you'd expect in a simulation.

Warrior of Rome doesn't go into the minute details of equipping and leading Roman legions, but it does give you a pleasing, epic-movie sense of the historical period it's set in. It doesn't require that you employ the actual battlefield tactics of the Roman era, but in order to win, you must display the same good judgment and coolness under pressure that made the real Julius Caesar such an effective general.

Warrior of Rome is composed of four separate campaigns. The opening engagement takes place on the island of Crete, where Caesar has established his forward supply bases. A horde of pirates attacks the island, and Caesar must move his army to protect his bases, and then get his troops safely on their transport ships. If you succeed, the pirates will join forces with you.

In the second stage, you have to move your troop ships safely across the Mediterranean Sea and land in Egypt. You must be especially careful to protect your landing-force galley (distinguished by its golden sail). This scenario, in our opinion, presents one of the most realistic and believable simulations of sea warfare in the age of oared galleys. To the best of our knowledge, only one other game, *Centurion* (currently available only for PC home computers), does as good a job. You and the opposing fleet shoot fireballs at each other, and launch boarding parties. These often turn into bloody melees. The only thing you can't do — un-





fortunately, because this was crucial to real Roman naval tactics — is ram enemy vessels.

The second half of the game takes place in Egypt, where Caesar must win a land campaign in the desert, then conquer the palace at Alexandria. If Caesar succeeds in these two engagements, he wins the favors of the beautiful Queen Cleopatra. He also unmasks a conspiracy against his rule.

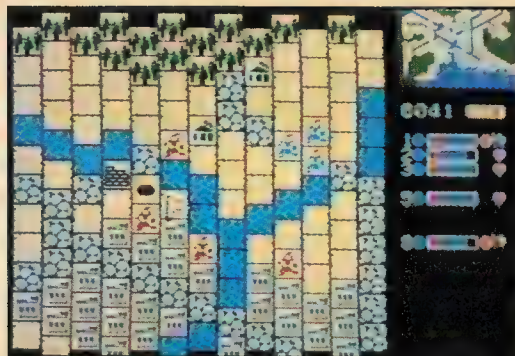
After each campaign you'll receive a password, so you can save a game and return to the point of farthest progress when it's convenient.

Your Roman forces are made up of four cavalry units (fast and powerful shock troops, especially useful for countering enemy attacks on your supply bases), three units of tough but slow-moving infantry (perfect for defense), and three units of combat engineers.

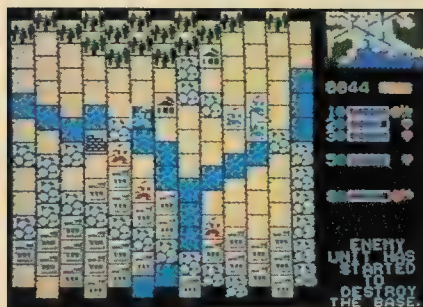
The combat engineers are only moderately good fighters, and should be used in battle only in an emergency. Their greatest worth lies in their ability to dig pits and erect barricades to delay the enemy or to fortify threatened bases. No other video war game we know of has these units, and their inclusion gives *Warrior of Rome* a nice added touch of historical realism — for it was Caesar's genius as an engineer, as much as his battlefield tactics, that won so many battles for the Roman Empire.

By placing the cursor on any of your units or bases, you can obtain all the information you need about that item's condition, and issue orders or change certain options.

Each unit may be assigned a "retreat strength" factor. For ex-



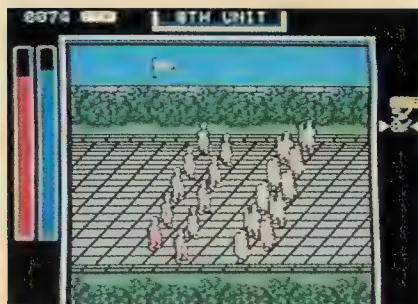
Engineer units can dig pits (here, to the left of the arrow) and erect barricades to slow the enemy.



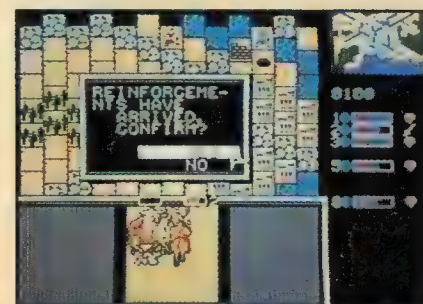
When a base icon flashes red, it's under attack by pirates. Send reinforcements immediately.



Base durability is a measure of how well-protected your supply depot is. One hundred is the maximum — obviously, this base is about to fall.

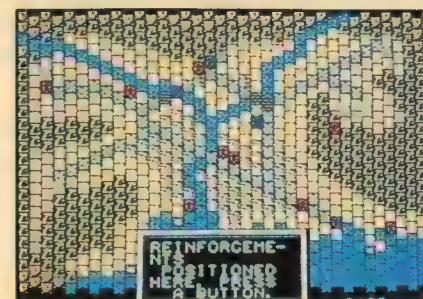


Watch the red and blue bars on the left. If Caesar (blue) starts losing more than the enemy (red), order a retreat. Rest that unit before attempting any more battles.

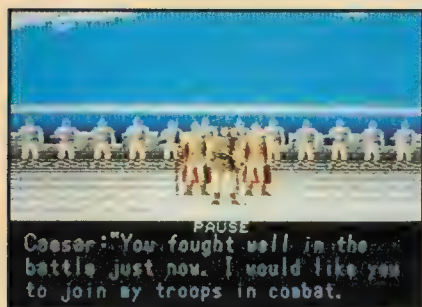
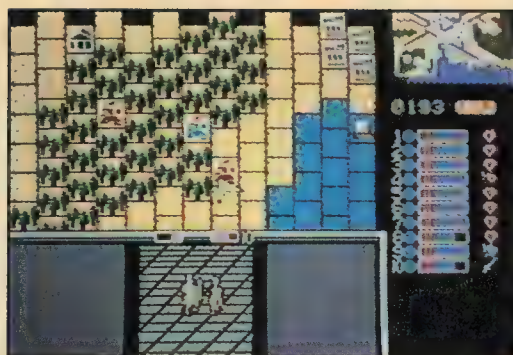


As the first battle begins, Caesar has only half of his full army to work with. As reinforcements arrive, you must feed them into battle where they'll do the most good.

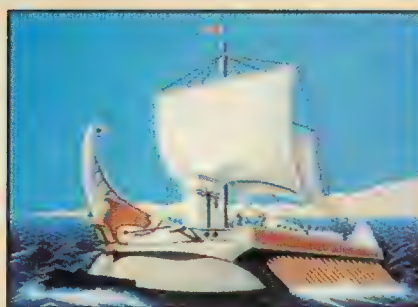
When reinforcements arrive, the big map comes on to show their location. Newly arrived blue units will flash on and off.



The bars on the right show the condition of your forces — a full blue line indicates a rested, fully effective unit.



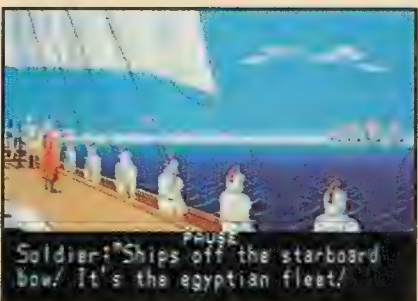
If you figure out how to beat the pirates on Crete (try a little engineering on their ships), they'll join forces with you.



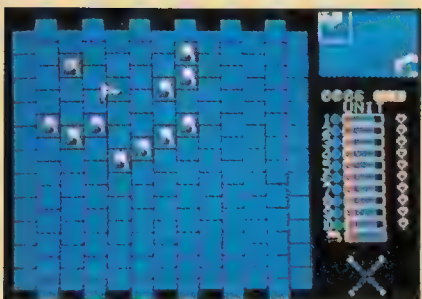
The naval battles are among the game's most appealing features — as of this writing, no other videogame has anything like them.



Your objective is to reach Alexandria in Egypt, but a rebel fleet blocks the way into the harbor.



These superb graphics herald the start of the naval engagement.



Give orders to each galley, just as you did to the ground troop units on Crete.



ample, if Unit One has a "retreat strength" of 15 percent, it will automatically retire from combat and begin resting when its has sustained 15 percent casualties. Likewise, a unit with a "100 percent" setting will stand and fight until it is wiped out utterly.

Units can be ordered to march double-time, if there's an emergency, but they will arrive at their designated positions too tired to fight as well as they could if they were better rested. Units ordered to rest will gradually recover their full effectiveness, even if their number has dwindled due to losses. It is vitally important to remember to rest units that have been heavily engaged — exhausted troops cannot inflict much damage on the enemy and may be destroyed altogether.

On the whole, however, *Warlord of Rome* places greater emphasis on skillful maneuver than it does on brute slaughter — and that's what good generalship is all about.

Combat takes place on a sectional map divided by square grids, which measure movement. Troops marching over rough terrain or having to cross water barriers will move more slowly than those traversing level ground, as would be true in reality. The types of terrain in the four battle scenarios are nicely varied, and rendered in crisp, colorful graphic style.

You have the option of commanding from three different scales of map. You can choose to remain aloof from the actual fighting, and concentrate on the strategy exclusively. But it's more fun to zoom in on the optional battle screens, where animated warriors hack and thrust



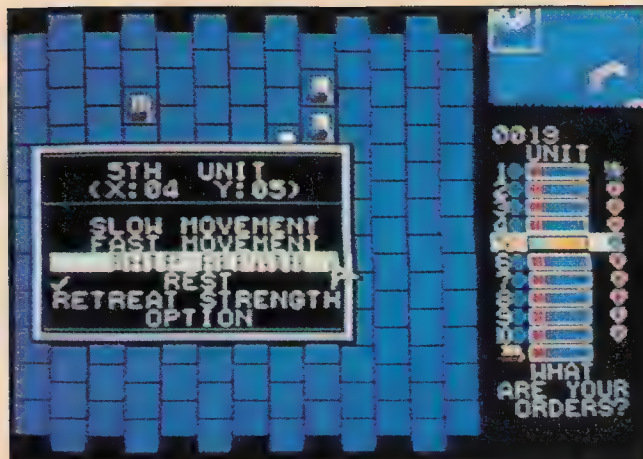
at each other. A clever arrangement of screen windows allows you to see up to three battles at once, in miniature, without ever leaving the larger sectional map — like those little “picture in picture” windows that can be made to appear on some TV sets.

From its opening narrative screens (a dazzling “traveling shot” of a whitewashed city with the sparkling, azure Mediterranean Sea in the background) to its climactic encounters in Alexandria, *Warrior of Rome* is a very good-looking game indeed.

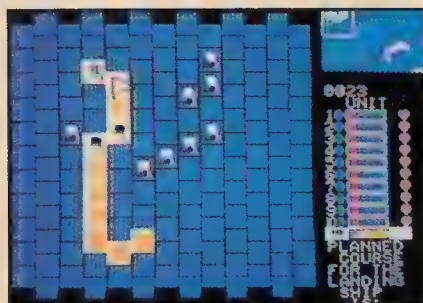
It's also a bit peculiar, in some respects. For one thing, the opening scenario doesn't, militarily speaking, make a whole lot of sense. Why, after suffering such a drubbing at his hands, would the Aegean pirates join forces with Caesar? A much better concept would have been to have the Romans simply defend against a sudden attack from the sea, then wipe out the pirates who made it to land — that, certainly, is what the *real* Julius Caesar would have done.

For another thing, although the manual specifically suggests that you use two or more Roman units against one enemy unit whenever possible (good tactics for any army, any war, anywhere), the game will not let you make combined, simultaneous attacks. One unit can attack, do damage, and withdraw, followed in sequence by another unit, but the two cannot deliver a crushing blow at the same time. Very odd.

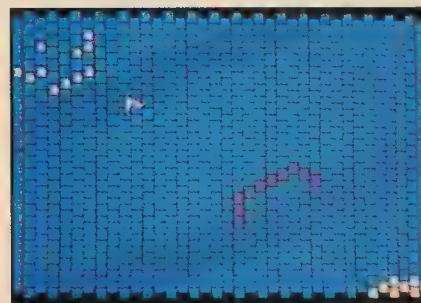
Another oddity is the troop movement in the game. Sometimes troops seem to take forever to move a few squares, while other troops



Notice that you now have a new option, ship repair. This is as important as resting your ground troops.



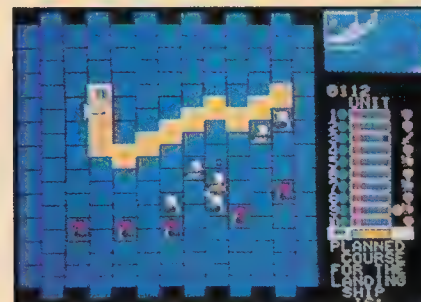
You must defend the landing ship (the one with the gold sail) against all attackers, and steer it safely to Egypt.



Use the large scale map to plan your tactics — perhaps the enemy fleet can be outflanked.



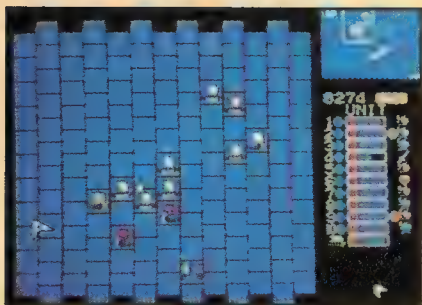
When the opposing fleets get in range, they'll start pelting each other with fireballs from their catapults. Surely some of these ships ought to catch fire and sink....



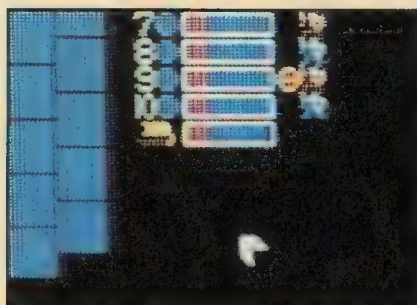
The landing ship will take evasive action on its own; your job is to keep it protected at all times.



Boarders away! These bloody-looking battles are very attractively rendered.



Here, the landing ship is in danger of being cut off — conditions can change very rapidly during sea battles.



Remember — despite their oars, galleys were mainly *sail*-powered ships. Pay attention to the wind-direction arrow in the bottom right corner of the screen.



If you plan and execute your strategy, triumph (not to mention the Queen of Egypt) will be yours.



might cover twice the distance in the same time. And just as you get your troops in position for an attack, the game will announce a battle beginning somewhere *else* on the map — and suddenly you'll scroll to that point. You'll probably put up with this for a while, because the battle screens are fun to watch, but eventually you may want to go into the "options" menu and change the "start of battle" item to "off." Just remember that, when you do, you'll have to check the remote parts of the battlefield on your own, or you may miss something important.

In practical terms, all of this means that the land battles develop much more rapidly than they would in reality, and uncomfortably fast for good generalship. Some players will like the element of challenge implicit in such velocity — others will become frustrated.

Warrior of Rome is a first for the Genesis, and therefore it's not perfect. But on the whole, we feel that its unique subject, its inventiveness (in such areas as "retreat strength" settings and the inclusion of combat engineer units), and its beautiful graphics, outweigh its peculiarities and its lapses from realism. Hardcore strategy gamers will enjoy it, if they can relax and take the game on its own terms. And game players who are ready to go beyond the ninjas, koopas, and tentacled monsters of conventional videogames ought to give it a try.

GP

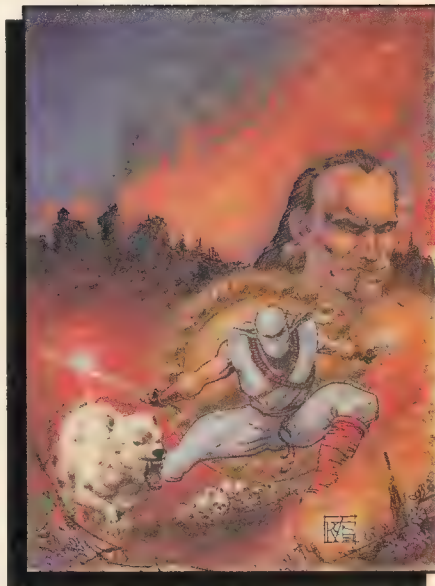


SHADOW DANCER: THE SECRET OF SHINOBI

After his climactic battle against the Neo Zeed, Joe Musashi was scarred and tired. He returned to his homeland to clear his mind and give his body time to recover. But while Musashi, the man known as the Shinobi, rested in his far-away retreat, trouble was brewing in New York City.

A new terrorist organization calling itself the Union Lizard had moved into the city. Its methods were bold and brutal. In one instance, its members took schoolchildren hostage to gain an advantage over the authorities. This angered a young man named Kato, a former student of Joe Musashi. Kato went to rescue the children. When the Shinobi learned of Kato's heroism in oppos-

Chris Slate



ing the Union Lizard, he rushed to New York to help his friend. By the time he arrived, though, it was too late. The Union Lizard had disappeared, and Kato was mortally wounded.

Joe Musashi was filled with grief and rage. Once again, a friend had been taken from him. He vowed to avenge Kato's death and, accompanied by Kato's dog Yamato, journeyed into the heart of Union Lizard territory.

Now Shinobi embarks on his most dangerous mission ever — for the city, for his lost friend, and for revenge.

Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080



In stage 1-1 the downtown area is ablaze with ninja terrorism. This manhole will erupt in a pillar of fire when you come near it, so back off and give it a moment to cool down.



Yamato, your faithful dog, serves two purposes. He warns you of an approaching enemy by barking, and he attacks and holds an enemy until you can close in.



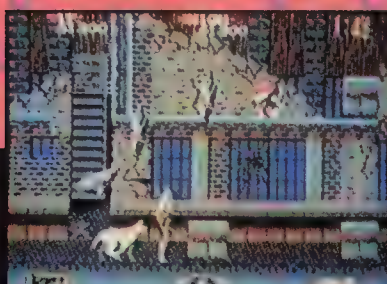
In stage 1-2, the city is a disaster area. At the beginning of the stage buildings will crumble, dropping tons of rock on you.



The warrior on the bottom right often guards the hostages. He has two shields to sling as weapons and to protect against attacks. He is vulnerable when he throws one of his shields. Have Yamato hold him still while you finish him off.



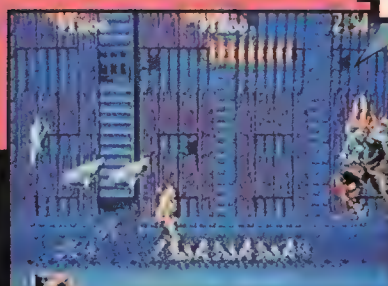
Near the middle of the stage, the buildings start to crack in half. When the screen begins to shake and you hear a rumbling noise, quickly take to the air to avoid falling into the chasm.



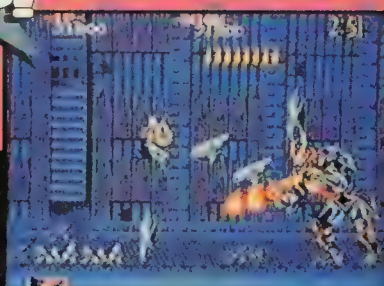
Again, keep an eye open for falling debris. You can dodge the blocks by stepping between them, or by leaping to the level above you.



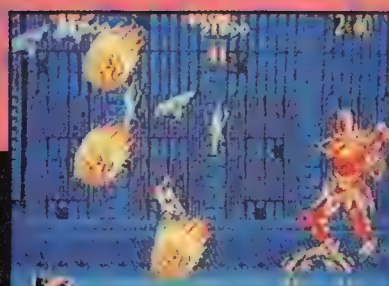
The last hostage of 1-2 is heavily guarded. Climb to the level above the hostage and his guards, then jump down from behind. Quickly attack the soldier with your sword, then proceed to the shield warrior without delay.



The enemy aide of stage 1-3 is known as "The Stomper." He crumbles buildings around you with his earth-shaking stomps, then tries to fry you with his scorching breath. Focus your attacks on his head while danc-



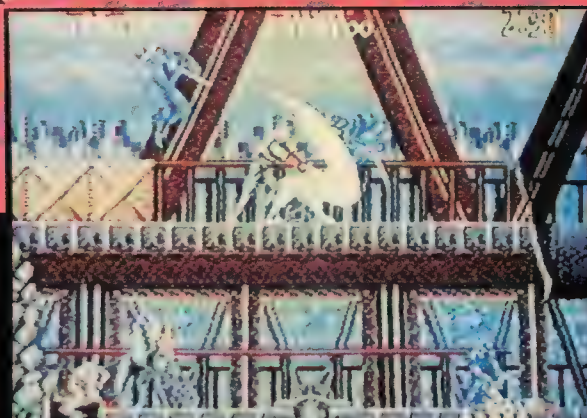
ing in and out of the falling boulders and crawling under his flames. If you get in a pinch, use your ninja magic — it will destroy his boulders and fire, and cost him two points in damage.



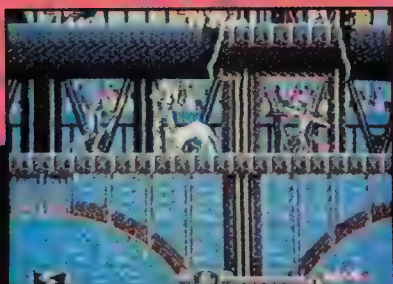
SUPER TIP!



Every time you defeat an enemy aide, you go to the bonus stage. The key here is to stay about an arm's width away from the right wall while shooting as fast as you can. Hitting 48 ninjas earns you a one-up, 49 gets you a two-up, and a perfect score of 50 gives you three extra men.



In stage 2-1, "Battle on the Railway," you are introduced to some of the deadliest enemies in the game — evil ninja assassins. The blue variety will only run at you, so aim for their legs with your shuriken.

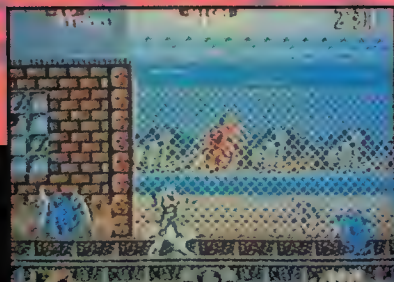


The enemies in black and red are expert swordsmen. At first they'll sit perfectly still, deflecting your shuriken with ease. When you get closer to them, they make the mistake of charging you with their guard down.

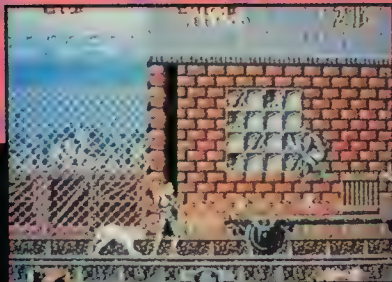


Near the end of 2-1 you meet the red variety of ninja assassin. He will become your most challenging enemy, due to his uncanny swordsmanship and great leaping ability.

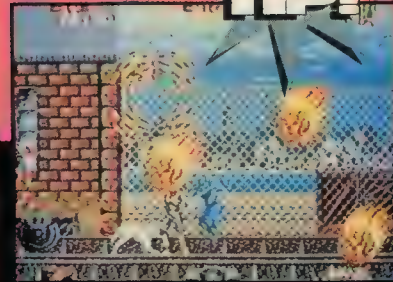
SUPER TIP!



From the start of 2-2 you're accosted by ninjas, often four or five at a time. Hit fast to reduce their numbers early, and always watch the red ninjas — they'll try to jump on you.



When you reach this point, stand still and pick the enemies off as they come over the crate. When you've taken care of them, send Yamato ahead to make sure it's safe before proceeding.



Just past the crate is a spot where you'll probably have to use your ninja magic. You are attacked by three to four ninjas, as well as soldiers. Be sure to wait until they're all on-screen, then let 'em have it.

SUPER TIP!



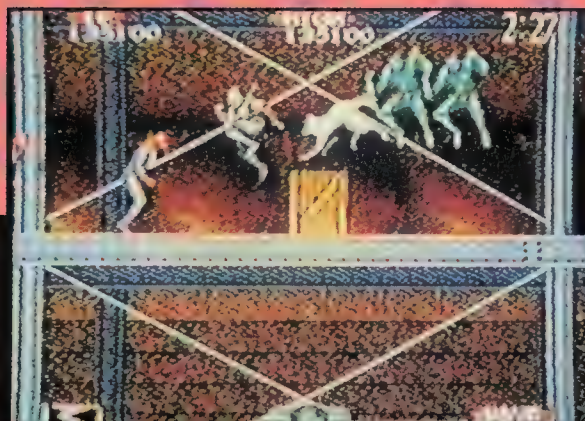
Just before you reach the exit in 2-2, a red ninja will appear before it. Be careful not to be caught unaware by his ambush, or you'll end up back at the beginning of the stage.



The enemy aide in 2-3 is called "Mirage" because you never know where he will appear next. He teleports around the room constantly, pausing only to reach out and crush you. As soon as his face begins to appear, move as far away as possible. He won't be able to stretch his arms far enough to harm you, and you can take shots at his head before he disappears again.



At the outset of stage 3-1, you'll have to contend with a couple of these enemies who curl into a ball and charge at you. Wait until the moment the enemy stops spinning, then sick Yamato on him.



When you leap over this crate, two green ninjas will drop down behind you. They aren't very challenging foes, but their angle of attack gives them an advantage. After slashing the enemy in front, quickly whirl around and attack as they come over the crate.

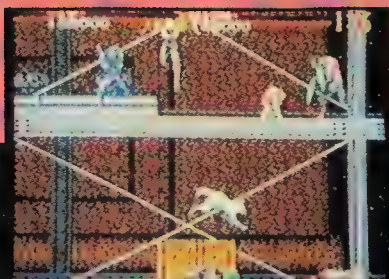
SUPER TIP!



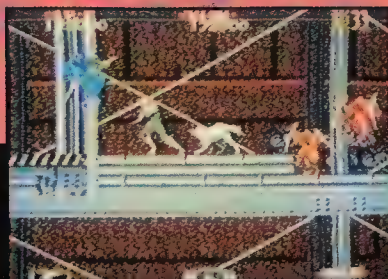
When you jump up to this floor, you'll find yourself surrounded by enemy henchmen. Attack the soldier on the right, then hop back down to the level below. Leap back up, close to the shield warrior on the left.



This hostage is used as bait to trap you in the corner as two ninjas blitzkrieg you from the shadows. If you haven't used your ninja magic yet, now is as good a time as any.



The last hostage in stage 3-1 is well-guarded. Leap up next to the soldier on the left and use your sword before he can fire a shot. The shield warrior will attack, so be ready to move.

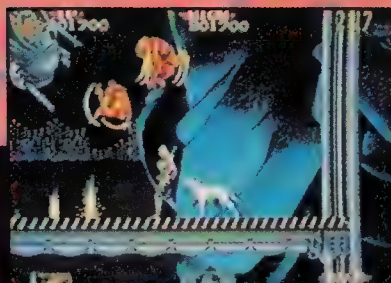


Just before you reach the exit in 3-1, ninjas pop out from everywhere in a last-ditch effort to stop you. You should proceed slowly when you get close to the exit — this way you'll only trigger one attack at a time.

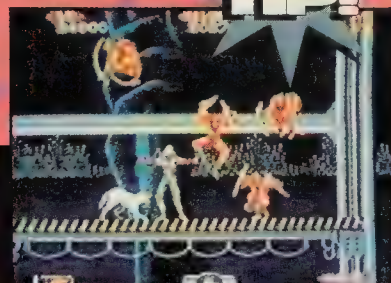
SUPER TIP!



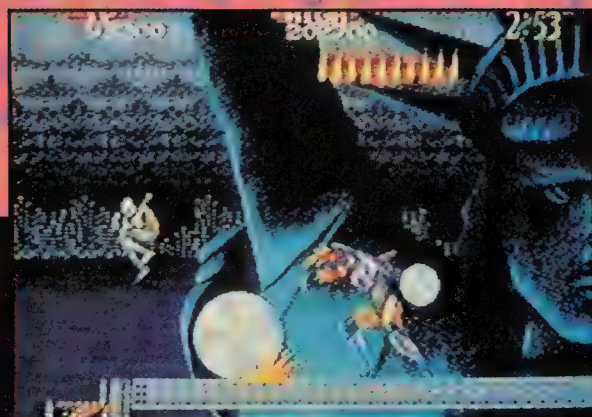
Stage 3-2 is short, but twice as hard as the other stages. Occasionally, this attack chopper will pay you a visit and welcome you with its machine guns. You won't be hurt if you leap through the bullets' line of fire.



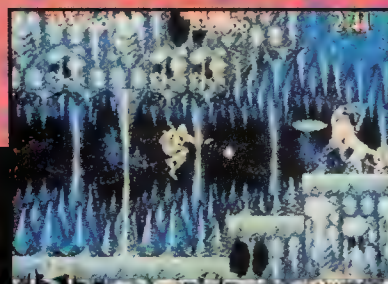
At about the time you're passing Lady Liberty's head, four red ninja ambush you. Even worse, the chopper returns. Take the fight to the right side so you can jump left over the machine-gun fire.



The last enemies of 3-2 attack when you reach the statue's torch. You should save your ninja magic throughout the stage so that you can unleash it here.



The enemy aide in 3-3 is called Blade for a reason — she has a fondness for circular-saw blades. She's vulnerable just as she begins to toss her blade — concentrate your shots at her head.



Since this shield warrior in 4-1 doesn't want you to come any closer, send Yamato to greet him. While they're busy saying their hellos, slip in a few well-placed shuriken.



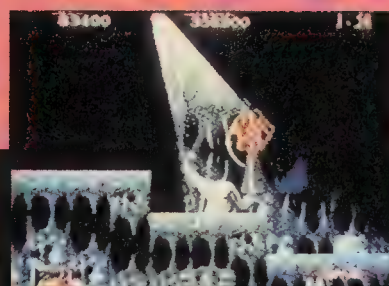
When you reach the top of the stairs, you'll meet many enemies. Run up and grab the hostage, stopping just in front of the shield warrior to unleash your magic.



After you rescue the last hostage in stage 4-1, you'll find yourself trapped as red ninjas fly in from both sides. Leap to the right and kick the ninjas in midair, then head for the exit.



The enemies in stage 4-2 forgot to pay their light bill — and that's bad news for you. It's easy to lose track of the opposition in the shadows, so let Yamato sniff out ambushes.



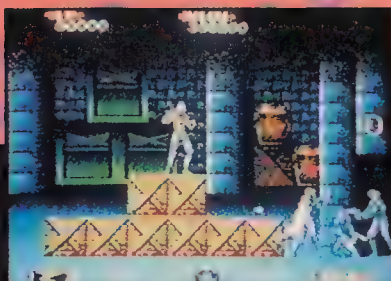
Red ninjas are a real problem in this dark stage. Lure them into the light, where you're on equal terms.



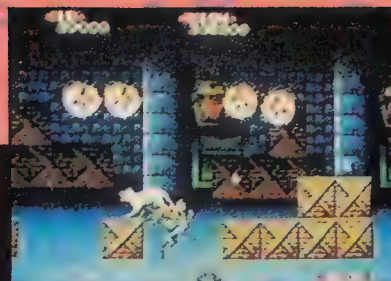
The Wheel of Fire awaits you at the cave's exit in 4-3. It's easy once you learn its pattern. It flies circles around you, occasionally stopping to hurl fire across the screen. Jump up and shoot the moment it stops moving. When you've got it down to its last two hit points, finish it off with the tornado magic.



Stage five is without a doubt the most challenging stage — and the longest. It's divided into 5 rooms, each guarded by its own unique set of bad guys. The first room contains snipers. Yamato loves combat in situations like this, so use him to his full potential.



The three stooges guarding the exit usually fire in order. As the one nearest the door shoots his third bullet, send in Yamato to create some confusion. Quickly deliver three knockout blows and proceed to room 2.

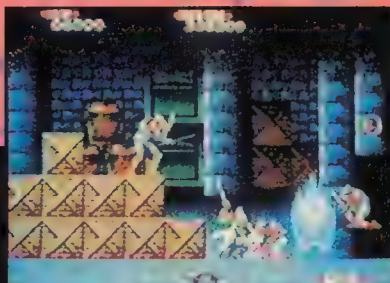


When you walk between these two crates, several enemies will drop down around you. Cut the ones on the left with your sword just before they hit the ground, then whip around to the ones on the right.

SUPER TIP!



In this trench you'll be assaulted by a number of enemies. Just stand still and swing your sword as the enemies pile in from above. Your courageous efforts will earn you an extra life.



At the exit you'll be battered by repeated charges. Duck down with your back to the bottom crate, and slash away with your sword.



Room 3 is filled with green creatures who attack by leaping on you. Run right without stopping until you reach the crates, then turn around and attack all the enemies that you triggered.

SUPER TIP!



The creatures will try to trap you between these two crates. Move out from underneath their attack and chop them all with your sword. The ones on the left will leave you a one-up.



As usual, security is heavy around the exit. The only sure way to survive this attack is with ninja magic, although if you're quick with the controller you might try crawling to the right while swinging your sword.



Room number four is the toughest of them all. It houses the notorious red, blue, and yellow ninjas who have caused you so much grief. Pay close attention to their attack patterns.

SUPER TIP!



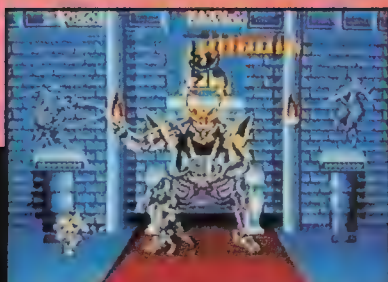
When you rescue the hostage sitting on the middle crate, ninjas will slither out from everywhere. Immediately leap to the right and bounce off of the blue ninja that's standing there. You should land on top of the stack of crates, where you'll attract even more ninjas. Now sweep them all away with ninja magic.



In room five you meet a new variety of ninjas — the gray ones. It's difficult to predict how they'll attack because the ones that leap and the ones that charge aren't colored differently. Near the door two of them will rush you. Dash forward to meet them in midair with a jump kick.



Once you reach the door, you'll be overcome by more ninjas than ever before, and they each take three hits to kill. The only possible way out of this is with magic.



At last — face to face with the Union Lizard himself! Don't expect a fair fight. He'll use every ninja at his disposal to put an abrupt end to your quest. After a few ninja attacks, he'll drown the room with fire. At this moment his weak spot is revealed — a small orb located at his neck. Make each shot count, and avenge Kato's death once and for all!

STRATEGY FEATURE

Castle of Illusion

Lisa M. Bouchee

In *Castle of Illusion: Starring Mickey Mouse*, Disney's characters and style are wonderfully represented. The graphics and animation could pass for a feature-length movie.

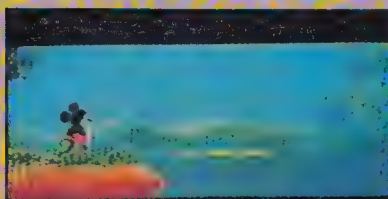
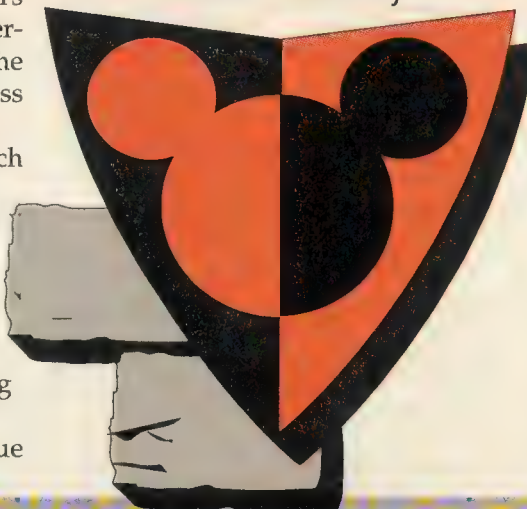
The artwork in this game is rich with detail, and the animation recalls the Disney characters of the '30s and '40s. The backgrounds are beautiful, and the use of scrolling fields and shading gives the game a visual depth. *Castle of Illusion* is one of the best-looking titles on the market today.

As Mickey, you must rescue

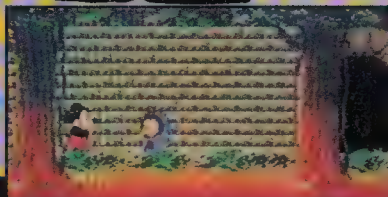
your friend Minnie Mouse from the wicked witch Mizrabel. Mizrabel, jealous of Minnie's beauty, is holding Minnie in the *Castle of Illusion*. The witch has filled the rooms of the castle with frightening illusions and enemies. Only by searching through the castle for the seven Jewels of the Rainbow can you save Minnie.

The story line, colorful animation, and general lack of violence make this an excellent game for younger players—but, as with most Disney products, it's bound to find fans in every age group.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080



Before Mickey can stop her, Mizrabel whisks Minnie away to the *Castle of Illusion*.



YOU MUST FIND THE SEVEN GEMS OF THE RAINBOW. THEY WILL GIVE YOU THE POW TO OVERCOME MIZRABEL.

At the castle gate, Mickey meets an old man who was king of the castle until Mizrabel seized his throne. The king tells Mickey that he must obtain the seven Jewels of the Rainbow to defeat the witch.



There are five doors inside the castle that lead to different worlds of illusion. Only by carefully searching each world can you rescue Minnie.

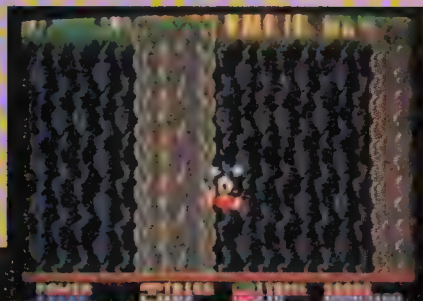
The Enchanted Forest is the first world you'll visit. It's full of unlikely dangers, like this seed-spewing tulip. Mickey can defend himself either by throwing items at foes, or by bouncing on them.



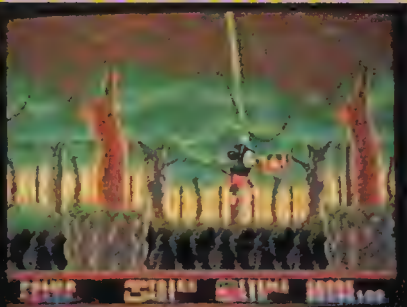
SUPER TIP!

Use the bounce attack to get by these deciduous enemies.

Press button C to jump and, when Mickey's in position over the enemy, press C or down to attack.



Watch your step! Some pretty horrible fates — like this free fall in a bottomless pit — await the careless mouse.



Stars give Mickey power. When your power gauge is full, picking up a star will earn 1,000 points.



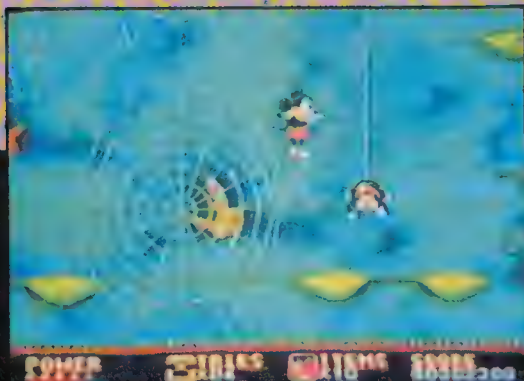
Tarzan Mickey? Swinging from vines is the only way to get across the pits in this neck of the woods.



A pair of mouse ears gives Mickey an extra continue. Scoring more than 40,000 points also earns an extra try.



This giant apple rolls down the hill after you, but if you jump at the bottom of the ramp, the killer fruit will roll right under you.



As you jump from leaf to leaf in the second stage of the Enchanted Forest, spiders will drop toward you from their webs.

SUPER TIP!



Diamonds are each worth 100 points, and these apples make good weapons to hurl at enemies. The only way to reach this nest of loot is to bounce off the top of the ghosts.



These tunnels are too narrow to allow a bouncing attack. Throw apples to clear the way.

SUPER TIP!



When the log rolls away from you and hits the tree trunk, the impact shakes loose a shower of acorns. As long as you stay to the left, you won't be hit by them.



Stay to the left when you encounter the forest boss. You can only destroy the evil log when it stops rolling and its face is visible.



After a long battle with the log boss, you recover the red gem — the first of the seven jewels.



The second door in the castle opens to a world of animated toys, marching soldiers, juggling clowns, and plenty of surprises. You must find the key to leave the first stage.



Keep climbing higher in the first stage of Toyland, and watch the blocks marked with a question mark. Jack-in-the-boxes will pop up from these blocks and knock you from precarious perches.

SUPER TIP!

If you look carefully, you'll find stars and items to help you. Some are hidden high above you. You'll have to bounce off an enemy to reach them.



When you reach the key at the top left corner of Toyland, the blocks all flatten out! Mickey can't help but run downhill,



toward the exit.



In the second stage of Toyland you'll run into juggling clowns. They're

meaner than they look — they'll throw balls at you, and even their unicycles are dangerous.



Even more surprises await you in the third stage. That icon between the toy soldiers is a switch. Hit it and the entire room turns upside down.



Don't get confused when you're in this position. The controls work the same way. If you hit another switch, things return to normal.



This stash of marbles and stars will come in handy very soon.

Runaway unicycles can work for you, or against you. Time it right, and you can knock out four enemies with one bounce attack. Leave unicycles running loose, and they might come back to haunt you.

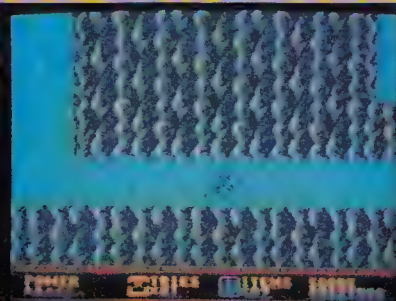


Stay low and in the left or right corner of the screen as you battle this boss.

When he throws out springs, use them to jump on his head, then jump back to the side of the screen and crouch.

SUPER TIP!

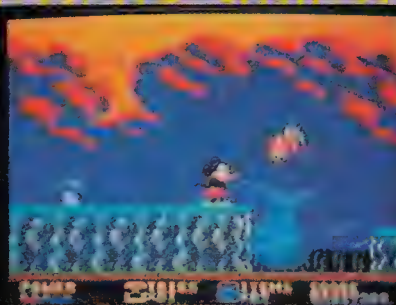
It's not easy to reach the exit in the Storm's first stage. This picture is a hint.



Repeat the maneuver until the orange gem is yours — and you're a step closer to saving Minnie.



The violent Storm world lies behind the third castle door. The fish are really biting in these stormy waters.

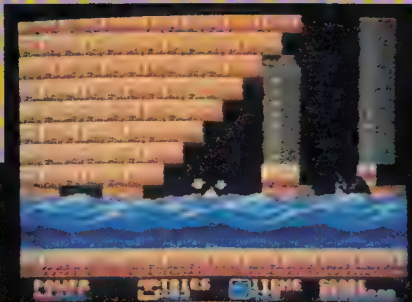


Next, you'll have to make it through a cave full of bats and waterfalls. Precise jumping is the key.



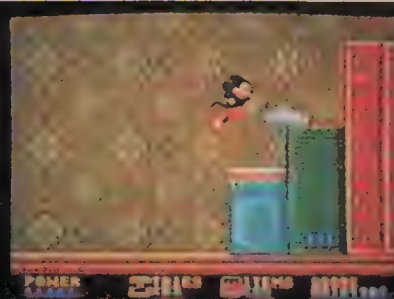
SUPER TIP!

Finally, you'll have to move through an underground cavern subject to sudden flooding. When only the light blue water is left on the screen, make a break for the next high, dry spot. But be careful. If you're too slow you'll end up being washed down the river.

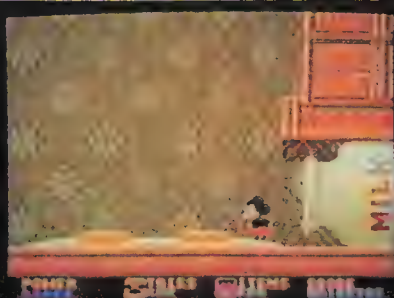




Stay near the middle of the screen to battle this boss. When the green monsters jump over you, pepper them with apples and marbles.



The Library looks normal, except for its size — tall glass jars, huge books, and giant bookworms fill the shelves.



The library's a pretty strange place for a milk bottle. Climb inside and see what's floating around.

SUPER TIP!



Whoa! There's a lot going on inside that bottle. Grab everything you can get your hands on. This is a relatively easy place to stock up on items.



Some of the bridges in this Candy Land will break in pieces under you, while others spring upward and send you bouncing along your way.



The green gem is yours just for visiting the secret milk bottle room — you won't have to battle a boss to get it.

SUPER TIP!



Get ready to swing again, this time from the pull-cords of the lamps. The lights turn on and off as you tug their strings.



There's more than one secret room in the library. Take a dive in the teacup and see what you find floating with the sugar cubes.



Take this opportunity to grab all the goods you can.

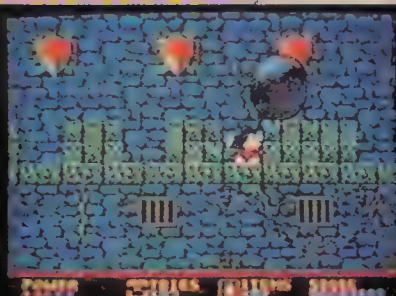
SUPER TIP!



This pink dragon might look friendly, but he's really one of the bosses. Stay on the middle cake island, and when the dragon pops up, jump on his head. Keep it up until you win the blue gem.



Now you're in the castle itself, where knights in shining armor roam the halls in search of intruders.

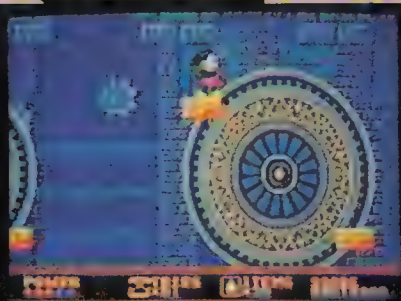


Sometimes the only thing you can do to keep from getting hurt is to duck.

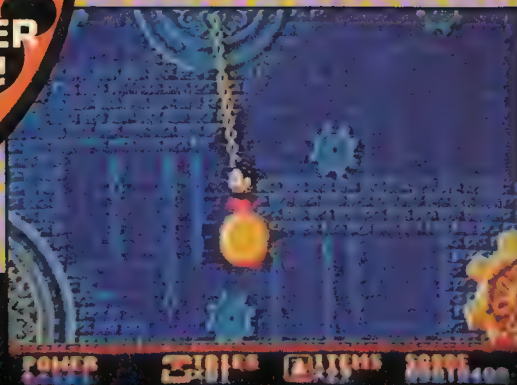


Bats and wobbling skull bridges slow your progress in the castle, but you shouldn't give up. Mizrabel — and Minnie — are just a step away.

SUPER TIP!

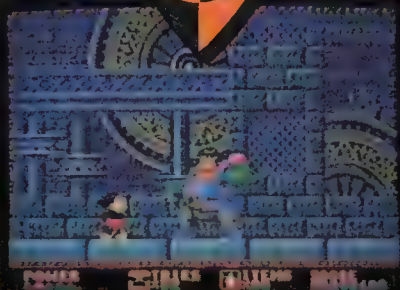


If you can't quite get somewhere on your own jumping power, remember to bounce off an enemy's head for an extra lift.



Once you find a safe haven, you should sit tight and watch these gears to see how things work. It'll be easier to defeat enemies and get by barriers if you know how they move.

SUPER TIP!



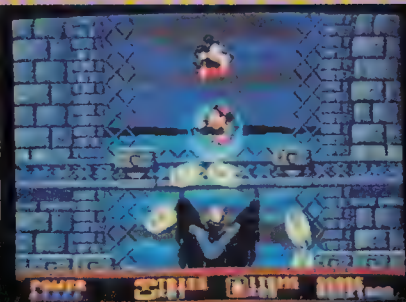
Stay as close as possible to this boss. Duck under his punches and jump on his head when he's not attacking.



The violet gem is the last Jewel of the Rainbow. Are you ready for a final confrontation with Mizrael?



You can't fly on a broomstick, so you'll have to use the rainbow bridge to reach the tower where Minnie's being held.



You're in time — Mizrael hasn't turned Minnie into an ugly crone! But will you have the strength for this final challenge?

SHADOW BLASTERS

Richard Lashley

There was a time when the gods walked among men. The gods protected the mortals, who showed their thanks by kneeling before images in temples. These were the days when men looked up at the stars, and saw the faces of their gods in the constellations.

But as time passed, mankind suffered a gradual moral decline. Ashura, King of the Evil World, secretly revelled as men grew farther and farther away from their gods. Then one day, when it seemed that mankind felt no need for protection, Ashura unleashed

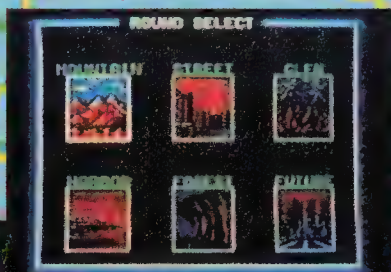
his evil legions on the Earth's decaying civilization.

Seeing man's new pain, many of the gods said "Let them suffer! After all, they thought they had no need for us!" But Hyprion, the greatest god of all, refused to abandon his mortal children. He found four worthy humans, all martial arts experts, and endowed them with great powers. These four would be man's only hope.

Shadow Blasters takes you into this mythical world of good and evil, of gods and men. As you face Ashura's demonic army, you'll have

to make some tough choices. Your four warriors have individual strengths, and each performs best in a different area of the game. You must learn how to utilize each warrior's skills wisely, and you must take care not to lose any of them. You can face the enemy alone, or team up with a friend in the two-player mode. Either way, you must take the same message to Ashura: *destruction*.

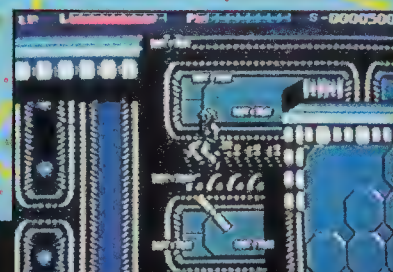
Sage's Creation, 12062 Valley View, Suite 250, Garden Grove, CA 92645



You begin your crusade against evil with a choice. You may begin at any stage — but you'll have to clear all eight eventually.



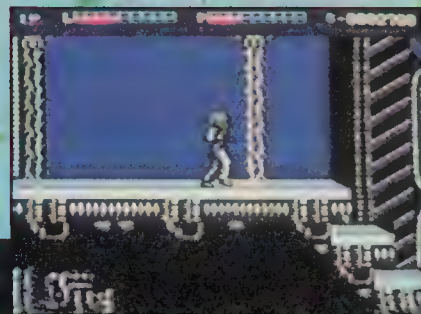
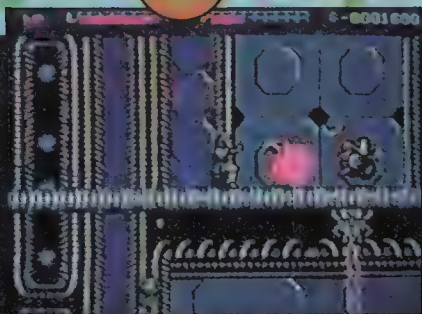
Another choice you must make is which character or characters to use during each stage. Utilizing the characters' individual talents appropriately is important, so select wisely.



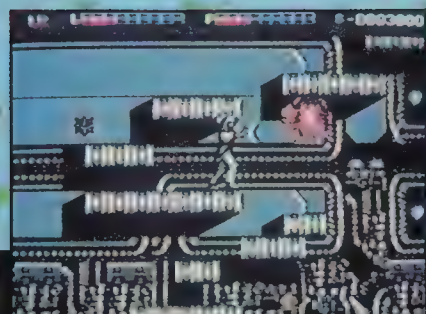
The Future stage is a high-tech challenge. These treacherous stairs will dump you on the ground many times before you learn how they work.

SUPER TIP!

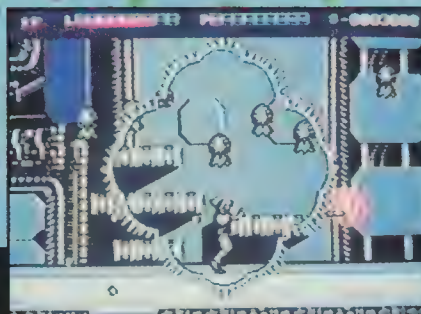
An important part of the strategy is to power up all four of your warriors as soon as you can. You'll find power-ups to enhance your speed, your ability to jump, your shot strength, and to fill your life meter.



Electric barriers spark sporadically to life as you walk through this base. Wait until they fizzle out, then pass through.

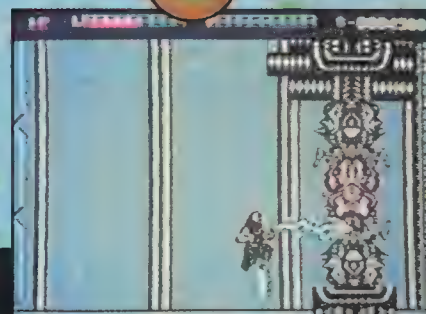


Shoot anything that moves so you can quickly power up your character. When you've powered one as high as possible, switch characters and power up the next of the four.



Each warrior can fire one Special Weapon per round. This weapon destroys all the enemies on the screen with a brilliant flash. Unless you absolutely must use it, you should save the Special Weapon for the bosses.

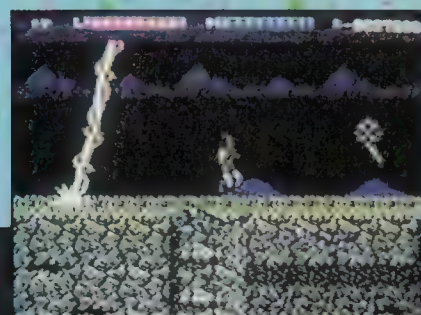
SUPER TIP!



Gyrrina is the boss of the future. The clouds around him protect him from your attacks until he fires at you. Wait until Gyrrina shoots, then attack his mid-section with Marco or Horatio.



In the Castle Garden stage, you're attacked by roses whose beauty disguises their true danger. Quickly destroy these Belladonnas before they shoot deadly rays at you.



Bolts of lightning and leaping trees make this misty mountaintop a real hot spot. Tiffany's tornado shots can rise to meet that leaping tree to her right — before it trounces her.

These dilapidated bridges are the only passage between peaks. Pick up the

red speed power-up behind you — it gives you a burst of adrenaline that you'll need to survive up here.



Tiffany's tornado shots are highly effective against these wind snakes. Watch

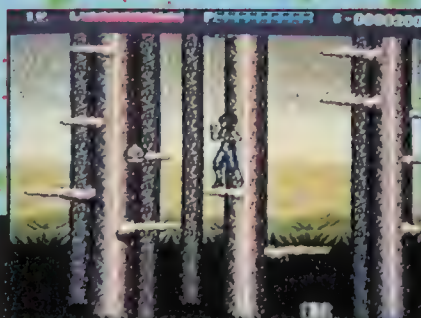
them carefully. The serpents will glide up behind you for a sneak attack if you're not cautious.



SUPER TIP!



Kallus is the boss of Castle Garden. His head flies from his body, and avalanches of boulders shoot from his neck. Attack with your most powerful warrior, and only when his head is off.



Horatio and Leo work well in the Forest stage. Get some jump power-ups as soon as you can, and grab that power icon to heat up Horatio's Fire Dragon shots.



Watch for the dark brown leaves as you leap from branch to branch. Firing at them uncovers power-ups.

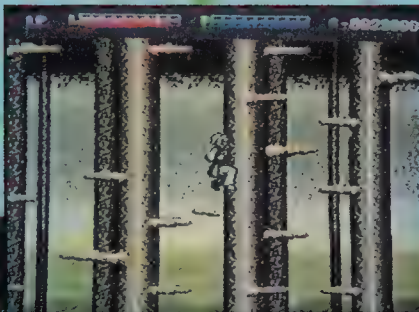


Demon Bats will dive at you to knock you from the branches. You have to destroy these pests before you try to move on, or you'll be followed.

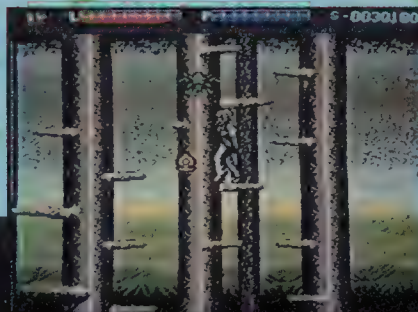


In the Forest stage, some power-ups are hard to reach. But if your energy is low, the power-up is often worth the risk.

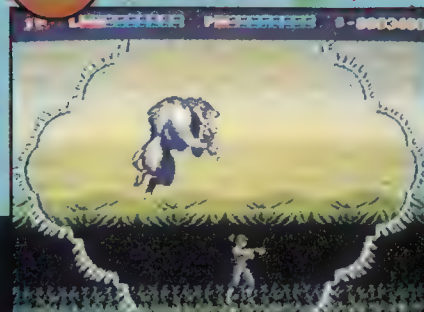
SUPER TIP!



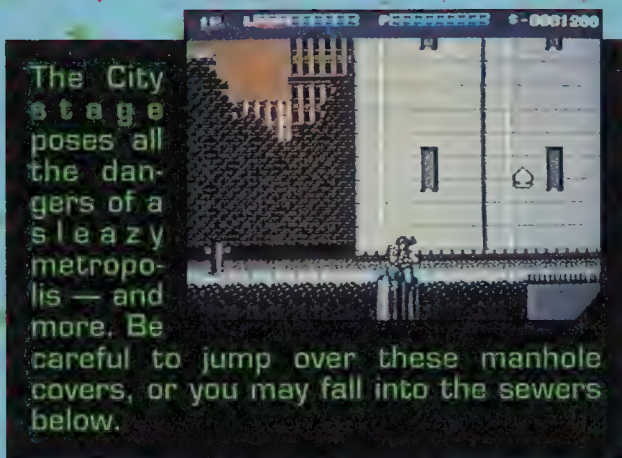
It's a long way down if you step on a weak branch — bottomless pits dot this forest's damp floor.



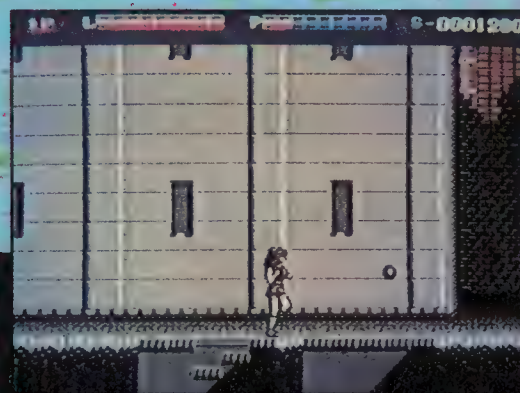
Ashura's evil is everywhere in this forest. A tarantula silently drops from a silken thread to ambush Leo.



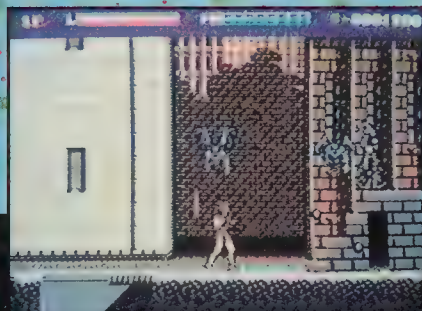
Vallevo the Forest Boss spins himself dizzy trying to kill you. Wait for him to stop spinning, then pound him with all the Special Weapons you have and Horatio's Fire Dragon blasts.



The City stage poses all the dangers of a sleazy metropolis — and more. Be careful to jump over these manhole covers, or you may fall into the sewers below.



Tiffany's weight causes segments of this sidewalk to crumble. A basic tip for the City stage — *keep moving*.



As these flying demons buzz overhead, sidestep their attacks and shoot them. Formations of these creatures are a welcome source of power-ups.

SUPER TIP!

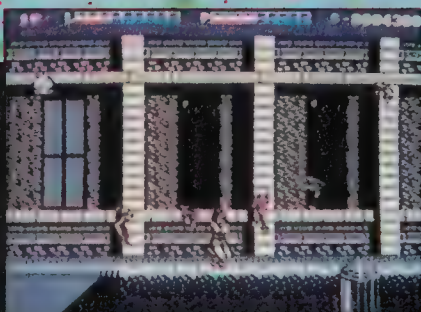


This is a good time to switch characters. If one character is near death, change to another warrior quickly so you won't lose the first.

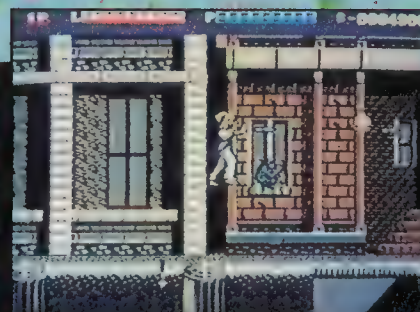


Explore as much as you can, always trying to collect power-ups. These stages are the best time to fortify all four of your warriors.

Horatio and Leo fight best against these diving bats near the end of the City stage. Horatio's and Leo's fire is a bit easier to direct than the other two warriors' fire.

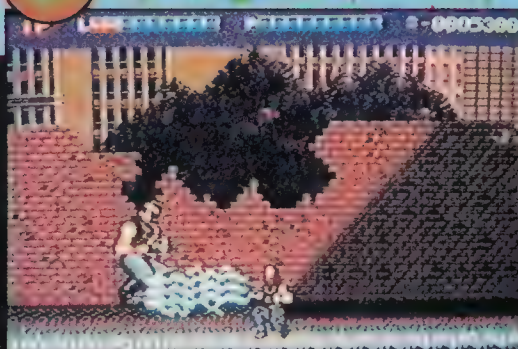


When you switch to a new warrior, the new character is briefly invincible and can levitate for a few seconds. Take advantage of this to float over difficult obstacles.

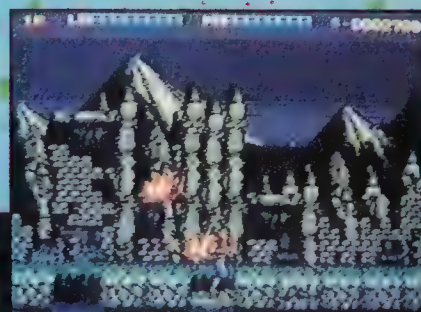


SUPER TIP!

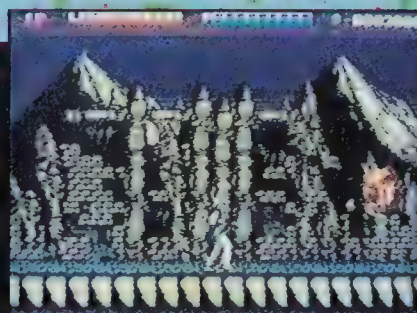
Stay in the center of the screen when you battle Brutus. From here you can dodge his attacks and fire full-power. To trigger a full-power shot, hold down the A button until the power bar is filled, then release its boss-husting force.



The soggy terrain of the Mountain stage makes your every step life-threatening. The best strategy is to keep moving, and be ready to jump if the ground beneath you gives way.

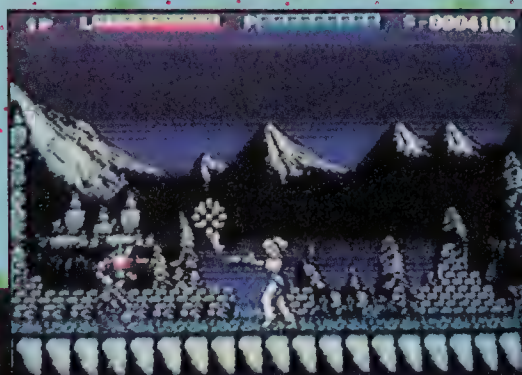


This little island isn't even a nice place to visit, much less stay. Get through here quickly or those balls of fire will burn up your life energy fast.

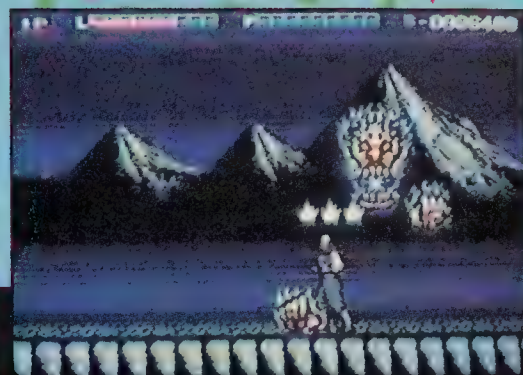


Memories of Kallus come back to haunt you in these mountains. Several of his floating heads are here, spitting rocks — but Leo's full-power blasts demolish them easily.

Memories of Kallus come back to haunt you in these mountains. Several of his floating heads are here, spitting rocks — but Leo's full-power blasts demolish them easily.



Samurai Warriors and more leaping trees suddenly attack from everywhere. Although they're easy to kill, they're fast. If you don't wipe them out quickly, they'll overwhelm you.

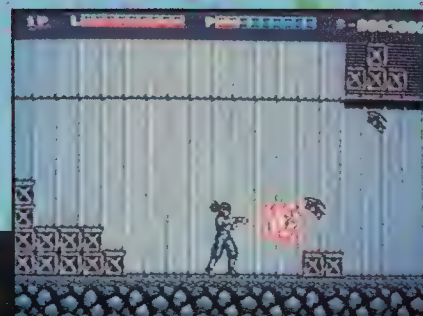


The pounding fists and furious breath of Skeltar guard the exit from the Mountain stage. Stand below the face and follow it as it moves, blasting it as often as you can.

SUPER TIP!



These weather-beaten warehouses mark the Harbor stage. As Marco picks his way through this creepy scenery, he discovers a much-needed life icon after defeating a harbor thug. It's best to use weak warriors at the *beginning* of a stage, when the going is easy and the power-ups are plentiful.

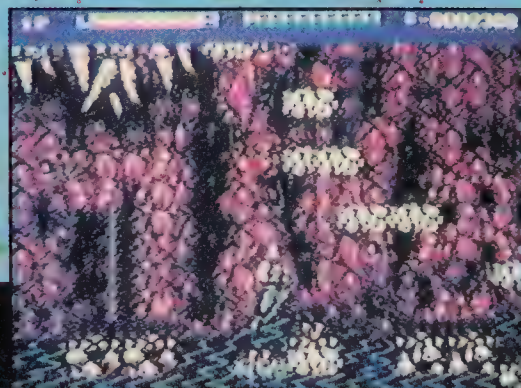


As you approach the waterfront, shrieking bats stream down from the warehouse's dusty rafters. Horatio's Fire Dragon shots make short work of the bats.

SUPER TIP!

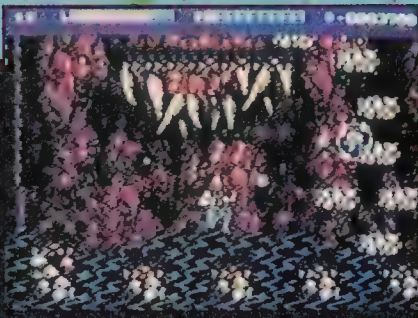


Dodge Tarmen's molten balls of tar and hammer him as he stretches and shrinks. His only soft spot is his waist. When he melts back to the ground, leap over the lump he forms and fire as he stretches.

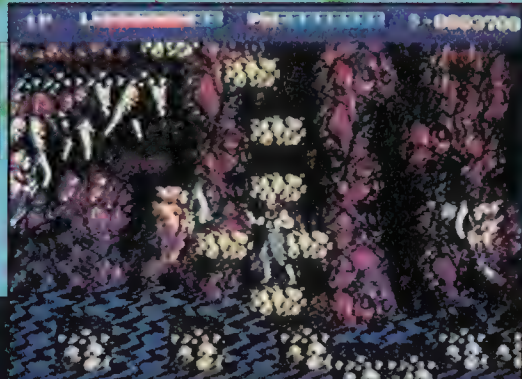


Ashura's hordes feel at home in the Wicked World stage. If your warriors aren't powered up before you reach this part of the game, you may be in trouble. Power-ups are few here.

The rising pattern of Marco's shots works well in this multilevel nightmare. Watch the fire-circled heads — if you only wound the heads, the fire rings will come after you.



Death itself makes an appearance. Fire with as much power as you can.

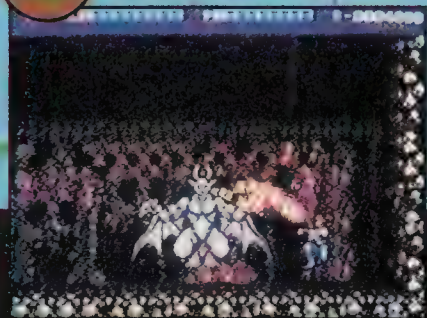


SUPER TIP!

The cave's ceilings are thick with these dripping, worm-like creatures. They can drain your life quickly if they touch you.

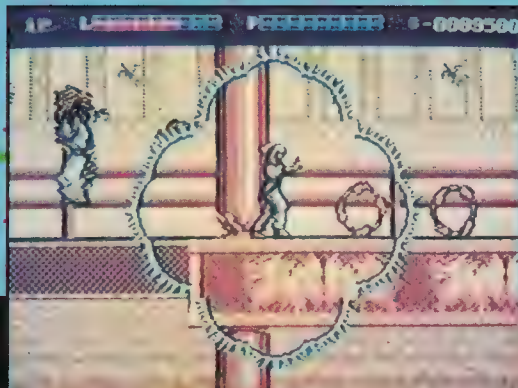


Hawkus looks menacing, but patience will pay off. Dodge his fireballs, then kneel as he flies at you in frustration. As he moves away, leap up and let him have it. It takes a while, but you'll soon beat him.

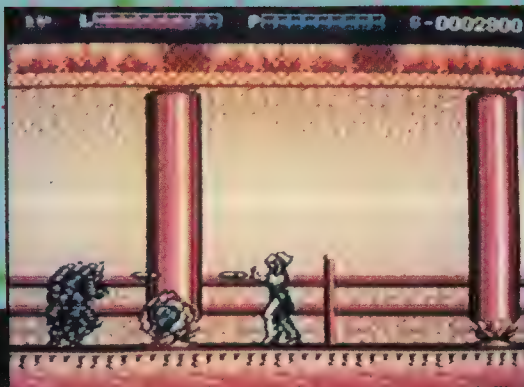


Your four-person crusade against Ashura is nearing its end as you ascend into the Heavenly World stage. The pace is fast, and the enemies are tough. Hold your attack button, ready to release full-power shots at a moment's notice.

Your four-person crusade against Ashura is nearing its end as you ascend into the Heavenly World stage. The pace is fast, and the enemies are tough. Hold your attack button, ready to release full-power shots at a moment's notice.

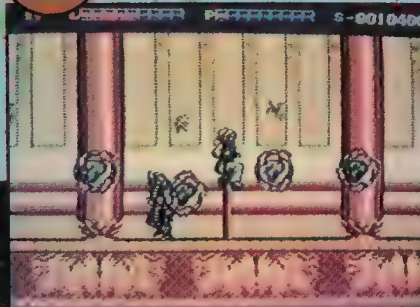


The incredible force of your Special Weapons is invaluable in this stage. If Black Fairies and other enemies crowd around you, it's better to use a Special Weapon than to lose a warrior this late in the game.



A host of familiar enemies converges on you in the Heavenly World. It's a good strategy to frequently switch warriors, so no one character suffers too much damage.

SUPER TIP!

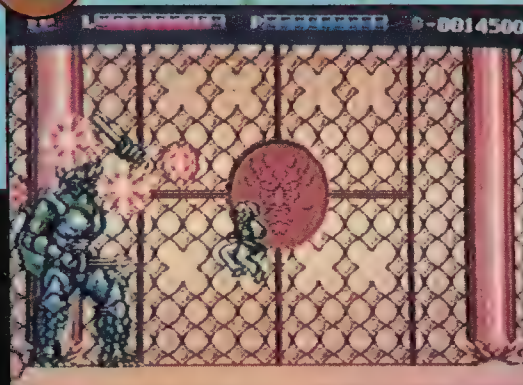


Use Leo's agility to navigate these obstacles. Unless you need power-ups, it's better to dodge than fight.

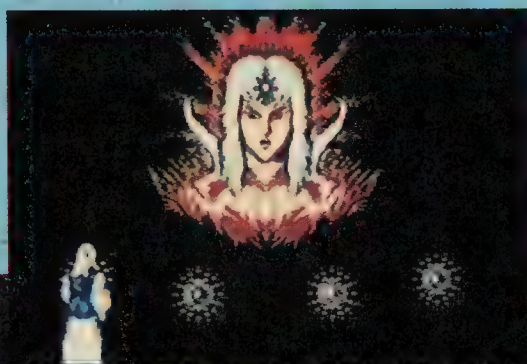


The mighty Worton is Ashura's last line of defense, and for a good reason, too. Worton is the pride of Ashura's legions. The best strategy is to use Horatio's and Leo's full-power blows to hammer his mid-section, then move.

SUPER TIP!

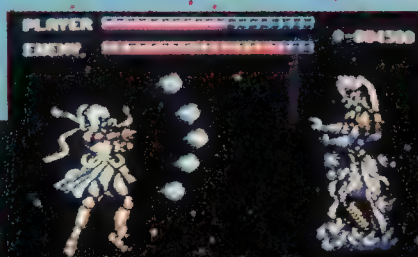


Use all the Special Weapons you still have. Finally Leo, an expert in Kendo, uses his skills to conquer the weakened Worton.



the evil Ashura, is still alive. Unti

Hypriion, your benevolent protector, praises you for your acts of valor during the brutal crusade against Ashura. However, the war has just begun. Now, Hypriion himself must face Ashura in a classic battle of good versus evil.



Their battle in the stars quickly heats up to a supernova level. Good and bad collide head-on in an immortal brawl, as Hypriion's skills in martial arts and magic are pitted against the ultimate test — Ashura, the Evil One!

DICK TRACY

Brian Carroll

That long, yellow trench coat and matching fedora can only mean one thing — Dick Tracy is back in action. And since Warren Beatty is nowhere in sight, it's up to you to assume the role of the square-jawed detective.

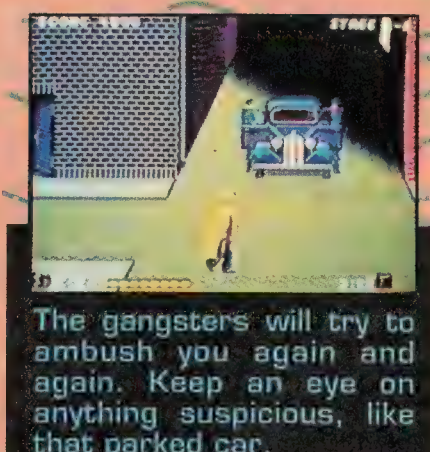
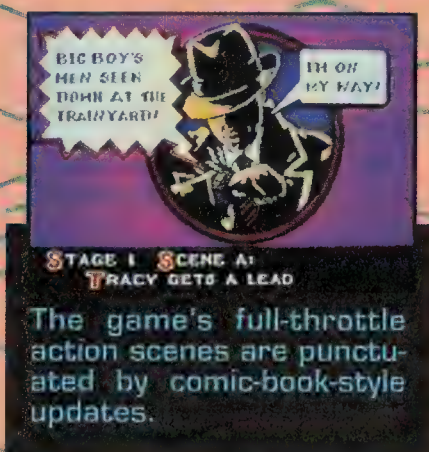
In *Dick Tracy*, the latest high-profile game cartridge from Sega, you'll punch and shoot your way through the streets, alleys, and sewers of Chicago in pursuit of Big Boy.

Like Beatty's film version, *Dick Tracy* combines plenty of explosive action, an odd cast of grotesque gangsters, and crisp visuals painted in brilliant primary colors. And like the comic-strip original, *Dick Tracy* is almost painfully straightforward — there are no dark, mysterious crimes to solve, and no unexpected plot twists. Your job is simply to pump as many bullets into as many thugs as you can before they get the chance to erase you. Your tools of

destruction include a rapid-fire Tommy gun, a pistol, and all the ammo a trigger-happy cop could ever want.

Vivid scenery, smooth scrolling, riveting game play, and a super soundtrack make *Dick Tracy* a first-rate shoot-em-up. Tracy fans won't be disappointed.

Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080





Tracy wages war on two fronts throughout the game. Use your Tommy gun to hit gangsters that appear across the street.

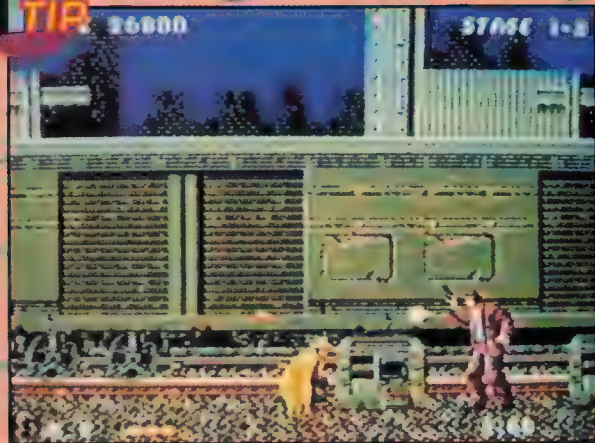


...and your pistol to fend off attacks on your side of the street.



STAGE 1 SCENE B:
STEVE'S TRAIN YARD

Since he's out of bullets, Tracy has to rely on his fists. You'll have to punch your way through at least one scene per stage.



It's not difficult to dodge bullets in the game's early stages. The bad guys usually shoot high. Duck and wait for them to reload, then move in for the sting.



STAGE 1 SCENE C:
THE WRONG SIDE OF THE TRACKS

The final scene of each stage pits you against one of Big Boy's chief chumps. In scene 1-C, it's Itchy.



Each time you get a clear shot at a stage boss, pump him full of lead. You have to keep fighting until his life meter (the white bar in the upper right corner) is depleted, so the faster you hit him, the better.



Good shooting in the bonus rounds earns you extra credits, which are very helpful later in the game.

Shoot quickly at the targets, but be careful not to hit any bystanders.



STAGE 2 SCENE A:
DESTINATION - 7TH ST. WAREHOUSE

Big Boy ups the ante in stage 2 by adding nitroglycerin to your worries.



Knife-wielding henchmen appear for the first time in scene 2-A. Look out for surprise attacks from behind.



STAGE 2 SCENE B: THE CHASE!

After pounding the pavement for so long, you'll get a chance to rest your feet — but not your trigger finger.

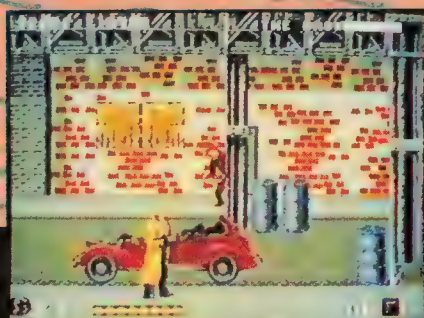


As many as three cars attack at a time, so be prepared to fire in any direction.

I REPRESENT ANOTHER PARTY INTERESTED IN THE NITRO! TOO BAD YOU WON'T BE HERE TO FIND OUT WHO!

STAGE 2 SCENE C:
A BROWBEATING UNDER THE EL

Stage 2's boss, The Brow, has an unlimited supply of nitro. You'll probably lose a credit before you can learn his difficult pattern of attack.



The Brow will attack you in three ways — by throwing nitro directly at you, by placing it on the street near you, and by blasting steel beams above your head.



The greatest danger in 3-A is the constant threat of surprise attacks. Gunmen will fire at you the instant they appear on-screen.



STAGE 3 SCENE B:
RACING DOWN FIRST STREET

Tracy gets a lead, and it's off to the Club Ritz. Get ready for more hostility from cranky commuters.



STAGE 3 SCENE C:
DRINKS ARE ON THE HOUSE

Every time Lips appears (that's him on the far right), plug him.



Inside the Club Ritz, Lips warmly offers to serve Tracy a few cocktails.



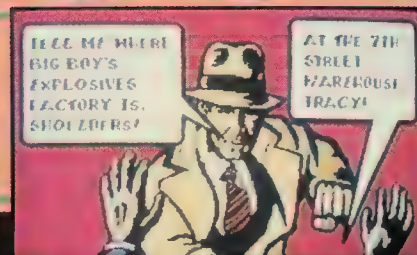
Be ready to dance as soon as you reach the Club Ritz bar. Frequent jumping is the best way to avoid the flaming cock-tails.



Targets in the bonus round will turn red if you hit a good guy or miss a bad guy. By this point in the game, they pop up and down very quickly.

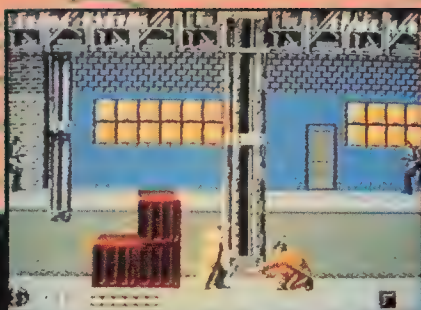


The "punchout" scene in stage four is a logistical nightmare. Gunmen lie flat on their stomachs, making them more difficult to hit. How do you reach those thugs without getting belted yourself?



STAGE 1 SCENE B:
BACK TO THE WAREHOUSE

Tracy reads Shoulders his rights, and the thug agrees to cooperate.



Tracy must be earning the respect of these hoodlums. The men in brown suits have laid down their guns in favor of explosives.



STAGE 4 SCENE C:
AN EXPLOSIVE CONFRONTATION

Pruneface is not a happy mobster. Rubbing out Tracy would sure cheer him up, and he'll try to do it by hurling grenades.



He's actually pretty easy to eliminate. You don't have to move around as much because his throws are often off-target.



STAGE 5 SCENE A:
SEARCHING THE WAREHOUSE

Stage five begins inside the 7th Street warehouse. Instead of firing from ground level, you'll walk across beams and scaffolding, firing down at gunners below. It takes some time to adjust to the angle.



Traffic gets a little congested in scene 5-B. Cars close in from all sides, and each is full of gunmen.



To avoid Flat Top's line of fire in 5-C, leap over it. You'll have to time the jumps perfectly.



Your job becomes even tougher when the club's lights go out. You won't know where he is until you see the flash of his gun barrel. And if you don't get past Flat Top, Big Boy goes free!

RASTAN SAGA

It seems the now-famous barbarian warrior, Rastan, isn't ready to hang up his sword. Despite battling evil in adventures from the arcades to Nintendo and even to the Lynx, Rastan still has work to do.

In *Rastan Saga II*, a gang of evil, supernatural creatures has stolen the Stone of the Wise from the people of Rastania. According to legend, whoever takes this stone to the top of the temple called the Skyscraper will gain control of the world. Only Rastan can stop the creatures from reaching the top of the Skyscraper.

Rastan Saga II is well-animated, and boasts the same



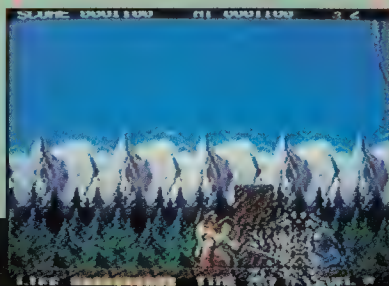
colorful graphics and nasty-looking enemies you've come to expect from the very popular *Rastan* games. Everything moves very smoothly, but nothing moves very fast — it's as though the characters were walking through molasses. This gives the game an odd pace, a sort of slow and deliberate quality. But *Rastan Saga II* is, after all, a new Rastan adventure—and that alone should keep fans happy until the next time their champion takes up arms.

Jeff Lundrigan

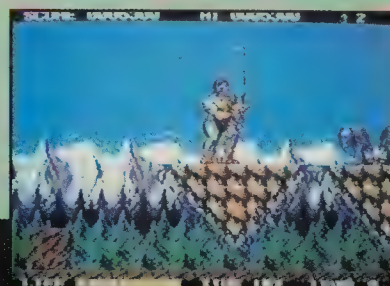
Taito, 390 Holbrook Drive,
Wheeling, IL 60090



Power-ups often appear when you defeat enemies. This lightning power-up is especially valuable. It increases your weapon's range and the amount of damage it does.

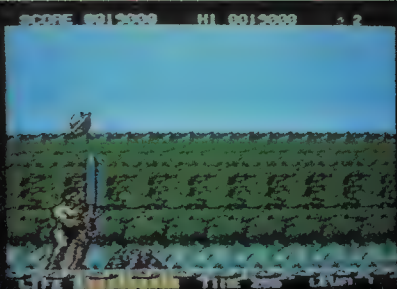


The lightning power-up also lets you reach monsters through walls. It's a handy way to attack enemies without risking your own safety.

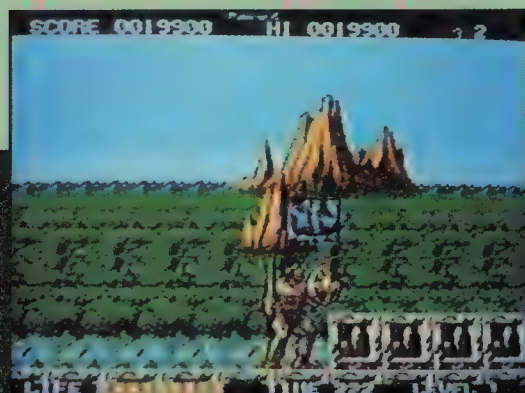
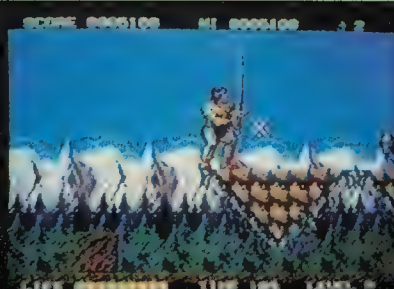


This two-handed sword has a longer range and does a lot more damage than your first sword. Combined with lightning, it's almost unstoppable.

Once you have the two-handed sword, resist the urge to pick up the other sword and shield symbols you'll come upon — these power-ups give you the same weapons you started with.



Sometimes white crystals appear after you've defeated an enemy. The crystals restore one unit of energy.

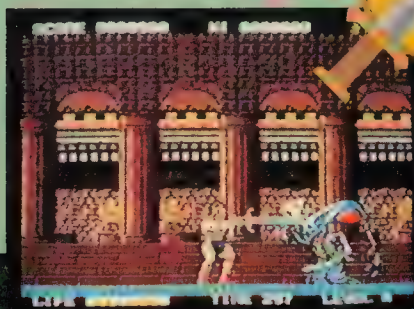


During stage one, showers of bricks sometimes fall from the sky. Hold your weapon straight up to block them.

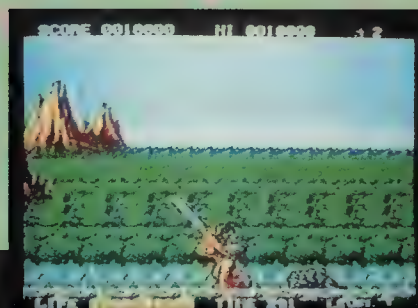
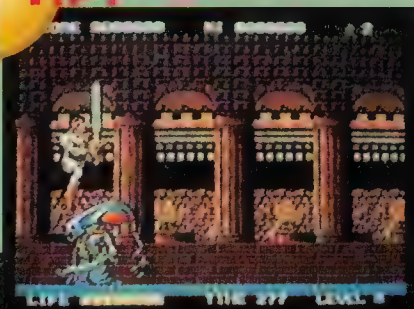


The only way to proceed here is to smash the blocks below you with a downward stroke.

SUPER TIP!

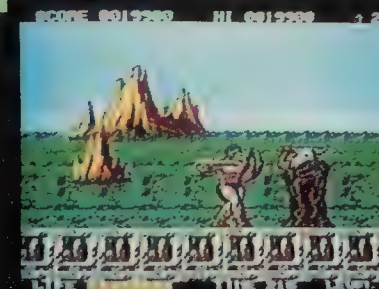
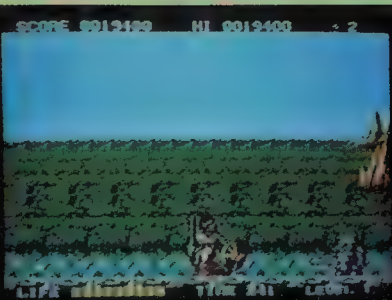


The first boss is a nasty-looking alien ghouling. As it approaches you, keep swinging. It parries your first attack, but your second blow will hit it — and it'll hit you back. Stand there and block its first swing, then leap over the boss before it can attack again. Repeat the procedure as often as necessary.



In stage two you'll see a lot of these. They look like mutant armadillos, and they're invulnerable — just jump over them.

You'll also run into these evil dwarves. If you wait too long to destroy them, they'll quickly rush you and stab you right in the kneecaps.



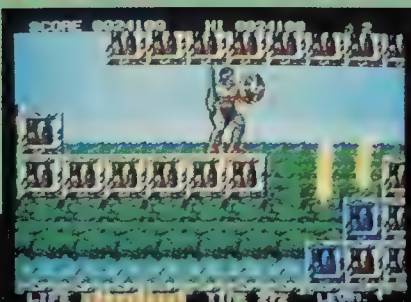
These cow-skull demons have to be hit two times. Hit them in the head first, or the head will drop to the ground, grow legs, and attack on its own.

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SUPER TIP!



Red crystals are even better than white ones, because they restore *all* your energy. You won't find them too often.



The blue stones in this area spurt flame at regular intervals. The flames are slow, however, and timing your run past them isn't hard.

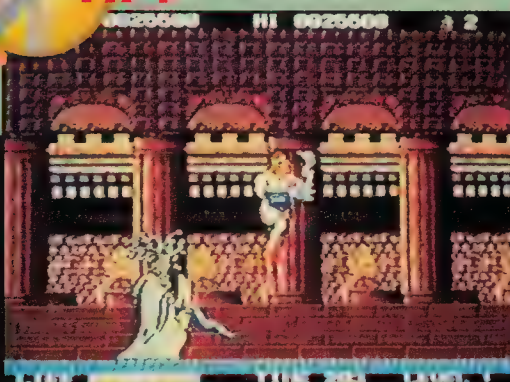


Along the way, you might find a set of steel claws. These weapons speed your attack, but they don't have a lot of range. You can block with them just as well as you can with the other weapons.

SUPER TIP!

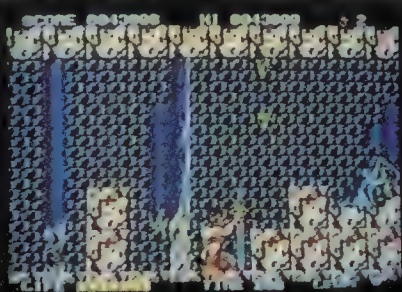


These blue platforms will sink under your weight, so you have to jump up and down to keep them floating. Be sure to jump on top of the platform to the far right, rather than trying to walk under it. The passage is too narrow to get through.

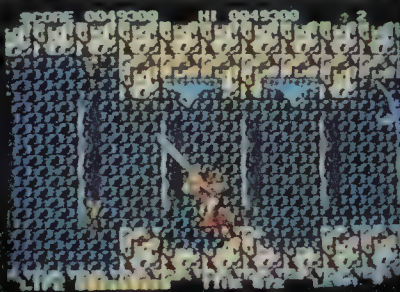


The second boss you face is the sword-wielding medusa. Jump toward her and hit her snake-infested head. She'll shudder and disappear, then reappear behind you and try to stab you in the back. Jump away just before she reappears and she'll miss.

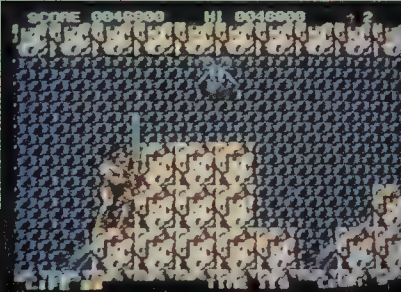
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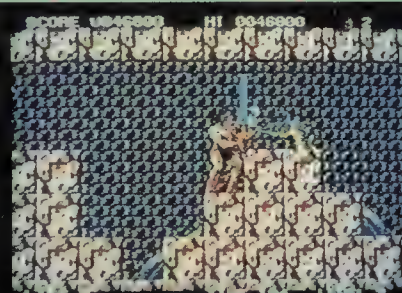
The water sprite to the right is getting ready to attack. Block her shots and wait until the stalactite falls, then leap next to her and attack.



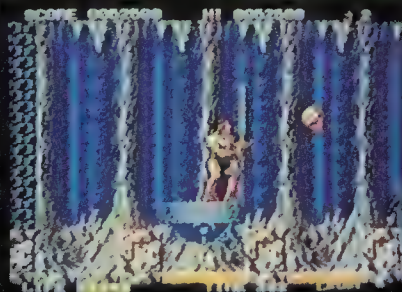
Water sprites can be deadly in large groups. Since their shots come from every direction, it's nearly impossible to block them all. Attack as quickly as you can, then move on.



This device moves back and forth along the ceiling and has a rotating razor blade. It can't be destroyed — wait until it moves to the far right, then scoot beneath it.



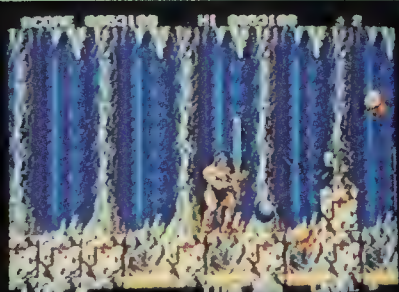
Use your weapon to block this dragon's breath, then hit the dragon before it can sink back down.



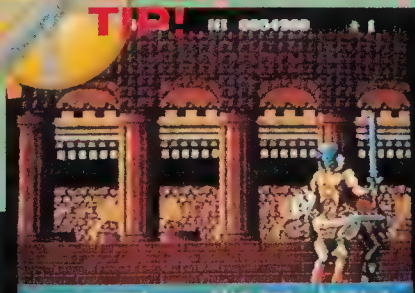
Here's a familiar sight from Rastan's previous adventures: spitting lava pits. Remember that the blue platforms sink if you don't keep jumping while you're on them.

Here's a familiar sight from Rastan's previous adventures: spitting

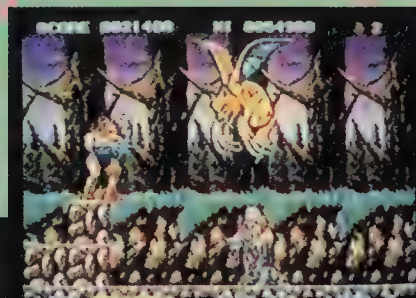
SUPER TIP!



This black globe may not look that impressive, but when you grab it, you'll destroy every enemy on-screen.



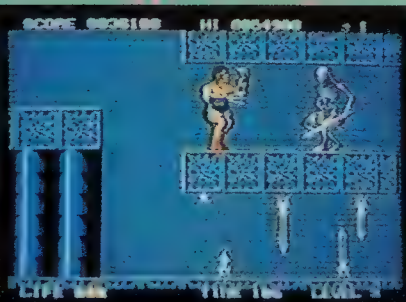
The centaur is very tough. He's armored almost everywhere, he's fast, and he has a long reach. The surest way to beat him is to stand on the same spot where he is and attack upwards at his head. You'll take damage, but if you have most of your energy you should survive.



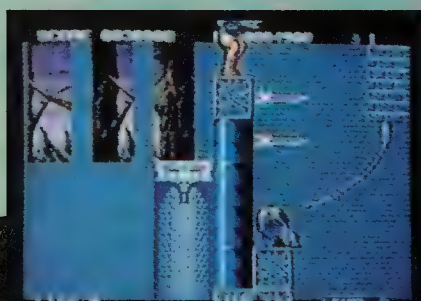
The lion-bats look fierce, but they're pushovers. Stand on something or jump so you're even with them, then attack.



Attack these ghosts as they move overhead, or turn and attack them from behind when they've passed. If you don't, they float behind you and attack when you're busy with something else.



Take the high road across this platform. The ghoul is much easier to get by than the swords below, and it's easier to jump to the next column from this position. Make sure you're not beneath the overhang when you jump.



Even though you're halfway off the top of the screen, you'll be fine. Don't try to leap to that ledge to your right — wait for the swords to pull back into the wall, then drop down to the rope.

Lionman has a habit of standing in one place and flailing

away — keep clear and let him flail. When he stops, leap toward him and attack. If you hit him, he'll jump straight up off the screen, then try to drop down on top of you. Move before he lands, and attack again.



Put your shield up to fend off the ice lord and attack him from below — he's big, but he's not too tough.



The elephant is heavily armored, but the rider isn't. Attack high and fast — that sword the rider's carrying has a long reach.



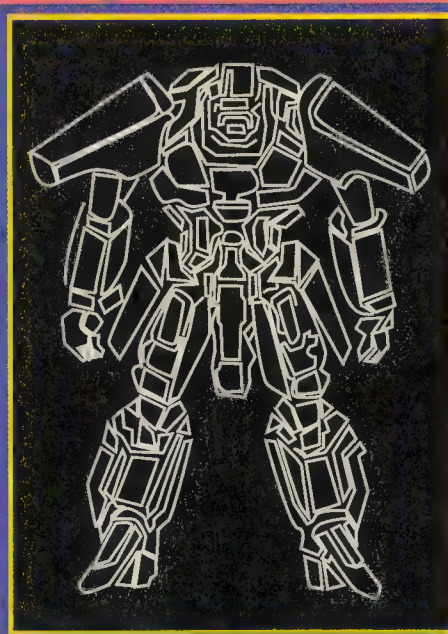
The multi-armed final boss is very quick with its shields. If you attack while standing, you'll be attacked in return. You can parry the blow, but you'll find the boss has another trick up its sleeve — the ability to summon spirit attack dogs. This is the top of the Skyscraper, Rastan. From here, there can be only victory. Or defeat.

FINAL ZONE

Gary Meredith

It is one hundred years in the future, and weapons of mass destruction have been banned by international agreement. Warfare is now waged on a much more personal level, by soldiers clad in mechanized combat suits. These suits, called New Age Power Suits, or NAPs, give the wearer superhuman battlefield skills.

In *Final Zone*, you are Howie Bowie, top soldier in the El Shirian foreign legion. With only your NAP and the weapons you manage to seize from enemy transport vehicles, you must battle your way to Axis — the enemy's central control.



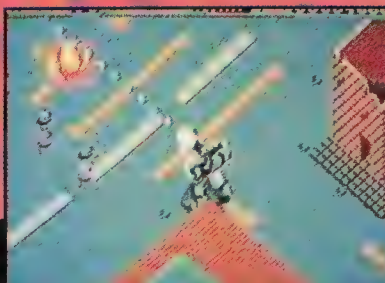
The weapons you find can be used in two ways, depending on where you place them on the NAP. The hand-held mode gives you infinite fire, but less hitting power, while the optional mode packs more force but gives you fewer shots. There are also some weapon packs that are strictly defensive.

Your mission is to clear each stage of enemies, take on the boss of the stage, and move on until you reach Axis and the ultimate battle in the Final Zone.

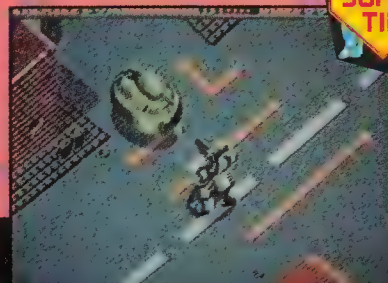
Renovation, 987 University Ave., Suite 10,
Los Gatos, CA 95030



Howie Bowie is dwarfed by his K-19 Phantom NAP. Once he's in the suit, though, he becomes a veritable leviathan — the warrior of the future.

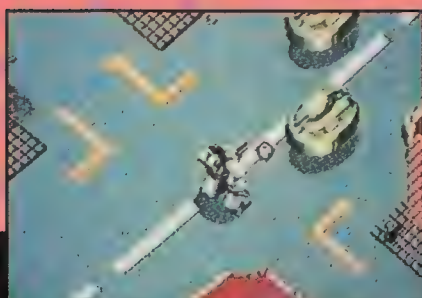


The first step on your way to Axis is the street, where mobile enemy units known as Green Scorpions dog your every step. These units can't maneuver very quickly, however.



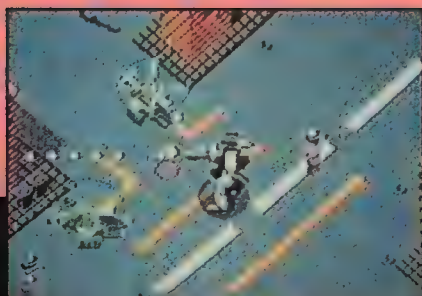
Using the building ruins as cover, you can slip around behind the Green Scorpions and nail them before they have a chance to react. If you have a Vulcan gun, use it.

still the possibility of escape here, but you'll probably take more damage than you can afford.



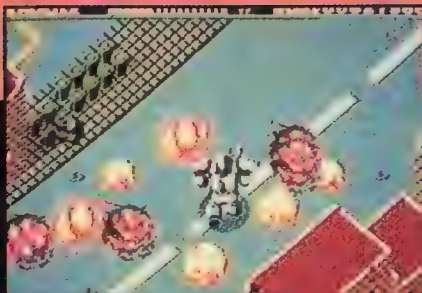
An aerial, high-angle view of a city street. A dark-colored car is driving away from the viewer on the left side of the road. A person is running alongside the car. On the right side of the road, another person is walking. The street is flanked by buildings with red-tiled roofs. The image has a grainy, high-contrast quality.

To pick up the weaponry a transport is carrying, you can either blast it and pick up the weapon package, or run into it. The small, floating drones around the transport are more a nuisance than a danger.

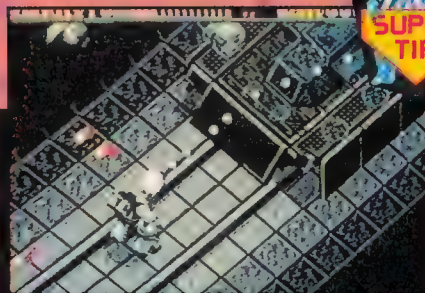


Attacking the copters at close range is almost useless. Because of their altitude, you can't get the proper trajectory if you're too close.





Once all the street enemies are destroyed, the floating drones will explode and you can proceed to your boss meeting with the stage's boss.



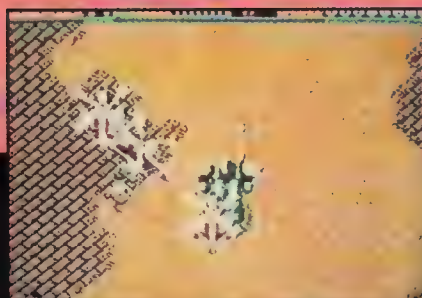
To get past this boss machine, just pick off the turrets one by one. You'll need a weapon with some range, such as a bazooka or missile, if you expect to make it past the Great Bull.



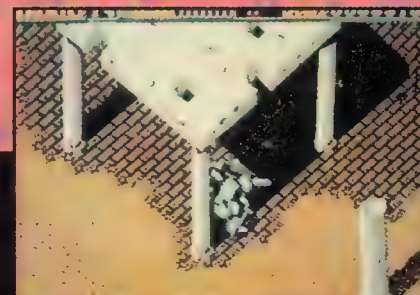
In the desert ruins, sand can make the going tough. Fortunately, the enemies are slowed down by it, too. As before, using the ruins for cover is a good tactic.



Don't become so intent on destroying one enemy that you overlook the approach of another foe from behind. You could use a G-shot gun here, although it must be aimed carefully.



Attack copters are a real problem in the desert. Although there are fewer corners for them to back you into here than in the streets, there are also fewer places to find cover from their attack.



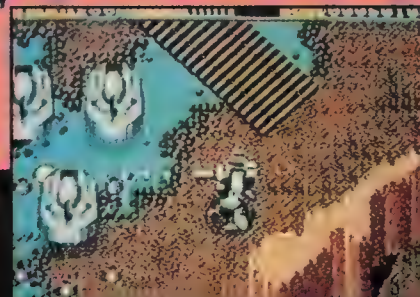
Structures like this one can provide shelter from aerial attack. Remember, though, that it's very difficult to attack from this position.



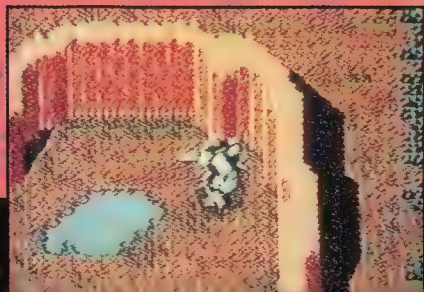
The boss in the desert ruins is a gang of enemy soldiers known as the Black Knights. They wear very powerful NAPs and attack all at once.



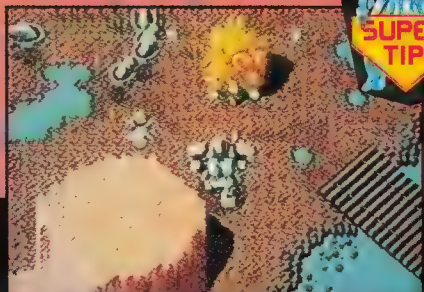
Stand in the middle of the screen and use the multi-directional grenade. Since the grenade gives you a limited number of shots, you may have to change weapons after disposing of the first two NAPs.



Don't be fooled by the beauty of this river valley. The enemy forces in this stage are much more powerful and tenacious than those you've already met.



Formations like this one can be used to protect you from ground attack. But be careful — enemies can easily corner you here, too.



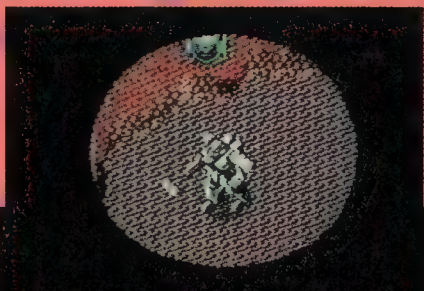
Use the bodies of water in the valley to your advantage. Your NAP can cross them, while many of the lesser enemies can only use bridges.



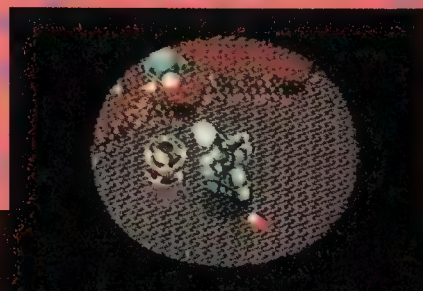
There are only two boss NAPs (called Twin Eagle) in this stage, but their firepower is considerably greater than anything you've faced so far. Try to move in on one of them, and concentrate your attack on just one at a time.



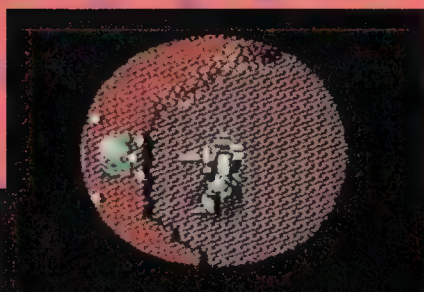
The enemies' weapons spread quite a bit. You should be able to move between the streams of fire and attack with little risk to your own NAP. A bazooka or spread missiles are the best choices.



Visibility is very limited inside the cave, so move forward cautiously. Use a hand-held weapon so that you can fire continuously ahead and clear a path.



The weapon transports in the cave are often guarded by one of the Bronze Batteries. The turrets are pretty slow to react, so you can dodge them easily until you're ready to attack.



These gun emplacements are vulnerable only when the turret is raised. Their slow rate of fire and even slower tracking make them fairly easy to destroy, though.



Attacking the mechanical Spider can be a bit tricky. Just when you think you're doing a good job of dodging its laser blasts, the Spider scrambles forward and delivers a quick, damaging blow.



Be even more careful once you've destroyed the Spider. Its final act will be one of revenge, as it fires a 360° volley of laser blasts.

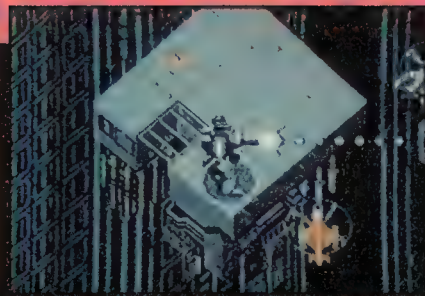
This material-lifting platform presents some unique problems. It doesn't

offer much room to move, but enemies attack you from all directions. Use the multi-directional grenade.

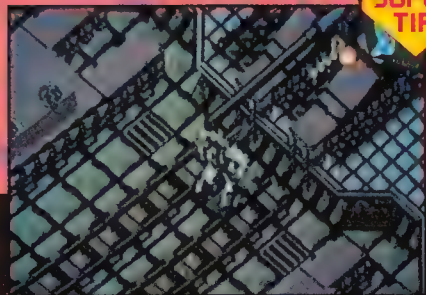


As you rise up through the entrance shaft to Axis, prepare yourself. You'll

be attacked by a pack of ferocious Yellow Wolf NAPs. The Vulcan gun is a good primary weapon in this stage.



The gun turrets in the Mole Hill react just a bit quicker than those in the cave, but you should still be able to sneak up on them. Use hand-held grenades to destroy the guns.



Without stepping into the line of fire of this super-laser's main barrel, maneuver as close as you can to the sighting aperture next to the barrel. Blast it with the bazooka.



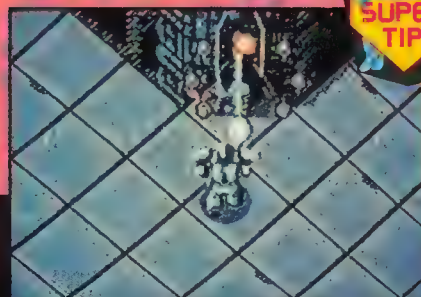
Some of these floaters won't maneuver offensively, but they will do damage to you if you bump into them.



Once again, you face the nasty mechanical spiders called Red Crawlers. And as before, the hand-held grenade is your most effective weapon.



The many strange structures and dead-end passages of the Axis control center make it difficult to find all the enemy machines.



Concentrate your fire on the very center of the complex before you try to hunt any of the smaller guard machines. Once you've cleared the area of guards, it's time for the ultimate battle — in the Final Zone.



POWERBALL

Brian Carroll

Soccer has never been able to break the hold professional football has on American sports fans. The Major Soccer League tried, though, by bringing the game indoors and shrinking the playing field — changes that increased scoring and quickened the pace of the game.

Maybe soccer promoters in the U.S. could learn a few things from *PowerBall*. The model for this futuristic foot sport is clearly soccer, but elements are also borrowed from hockey, football, and even the playground game "hot potato."

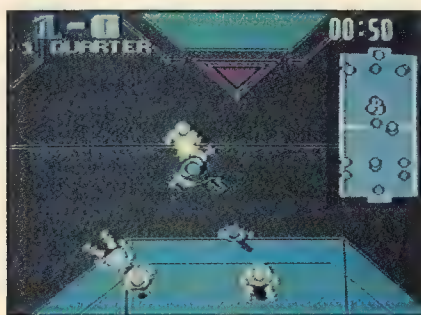


You get three points for running the ball past the goalie and one point for kicking it into the goal box.

PowerBall matches two 11-member teams, each trying to maneuver a ball down the field and past the opposing goalie. Players can score three points by running it in (a touchdown) or one point by kicking it in (a goal). This scoring system rewards both power and finesse.

So far *PowerBall* sounds fairly straightforward, right? Well, hold on to your shin guards. As far as defense and full contact go, this game

is skewed dramatically from the norm. You can do things to your opponent in *Powerball* that might lead to prison time in the real world. For example, you can steal the ball by diving into the ball-carrier and spearing him with your helmet. You can leap into the air and land on the ball-carrier, squashing him to the ground. You can launch into a vicious spin like a human tornado, knocking the offensive player senseless.



Defensive options include spinning attacks and dive tackles.

PowerBall has an extraordinary look to match its unique action, one that's as sleek as the game's futuristic playing field. And the armored athletes look like they just stepped from the movie set for *Rollerball*. Even the ball seems like a tool of the future. If you hold down your A button when your player is carrying it, the ball can be thrown with the force of a cannonball, devastating any player it hits.

With so many defensive weapons and no restrictions on using them, just getting possession of the ball is tough. In fact, the team that

manages to hang on to the ball the longest will often emerge victorious. Passing is extremely important, especially against the game's better teams. A deliberate, well-executed offensive scheme is often more successful than brute force.

Whether going up against the computer or a friend, you'll no doubt play most of the game on the edge of your seat. *PowerBall*'s blend of hockey's body checks, soccer's passing and positioning, and football's running game is enough to get anyone's adrenaline pumping.

 A screenshot from the video game PowerBall showing a player's stats. The stats are listed in a table with columns for SPD, KIK, POW, STR, and ACC. The player's name is "STEVE" and the team is "SELF".

	SPD	KIK	POW	STR	ACC
SK	70	05	00	70	70
SL	40	40	00	00	55
LB	75	00	55	45	50
RE	70	00	55	40	70
LH	35	45	00	75	55
RR	35	40	00	60	45
LH	60	60	35	25	65
RR	60	60	45	40	60
LH	60	75	55	25	65
RJ	65	60	55	55	50
GR	75	75	60	75	60

For each tournament win, you'll be awarded bonus points that can be used to improve your team's abilities.

Nemco, 3255-1 Scott
Blvd., Suite 102, Santa
Clara, CA 95054

FATAL LABYRINTH

Gary Meredith

It seems that ghouls, at least in the realm of videogaming, are like crabgrass. You can put them down for a while, but they always seem to pop up again, more tenacious and aggressive than before. That's certainly true of the ghouls from Dragonia, the Castle of Doom. The once-defeated Dragonia has risen from the ashes, and its resident ghouls have made off with the Holy Goblet, your world's source of light from time immemorial.

In *Fatal Labyrinth*, you must journey to Dragonia, find your way through its 30-floor labyrinth, and return the Goblet to your people. Your adventure begins in the streets of your village, where various townsfolk offer fairly useless advice (although a couple of them might be worth listening to). Taking your leave, you enter the first level of the Dragonian labyrinth.

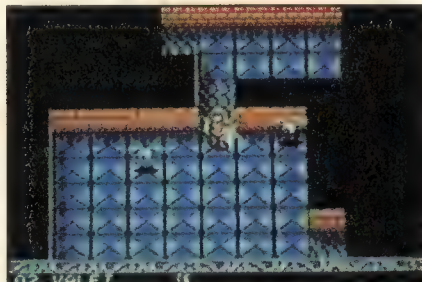
Seemingly endless corridors (some with hidden doors) lead to



In your haste to pick up every item you find, you should be aware that a few of the things you uncover may be cursed, and could cause considerable trouble for the unwary hero.

chambers where the deadly inhabitants of Dragonia await the intruder. As a beginner, your hit points are low and your weapons few. Successful battles raise your maximum hit point rating, as well as your striking power and defensive abilities. Weapons, armor, potions, and other items can be found in the hundreds of chambers in Dragonia, and you'll need them all to battle the onslaught of ninjas, magicians, green globes, and other nasties.

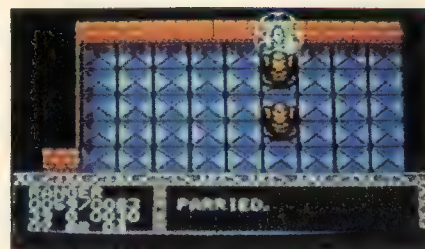
It's important that you clear each



It's wise to enter all the chambers ready to do battle. Some creatures, however, won't bother you unless you actually touch them, so don't go looking for trouble. Enough of it will find you anyway.

floor of enemies and items, in order to be prepared for what the next level throws at you. Each new labyrinth level presents you with ever more formidable enemies, so your strength and abilities will continually be taxed to their limits. To keep you from going totally insane, the game's designers have included continues that reset after every five levels.

Perhaps the nicest feature of all



Some of the castle ghouls cast a pretty mean freeze or stun spell, which can render you totally immobile. If your hit points are already low, it could mean your death.

is that the game is different each time you play it. The mazes and monsters in each game are randomly generated. Even the effects of each different magical item and ring can change, so you'll always have to experiment to fully realize the power of the items you find.

Play is smooth, and despite all the variations in weapons and magic, the game is easy to get into. *Fatal Labyrinth* doesn't exactly overwhelm you graphically — if you're looking for an example of the glorious visual potential of the Genesis system, you won't find it here. If, however, you long for a good role-playing adventure that bears repeated playing, you'll probably find *Fatal Labyrinth* as welcome as the return of an old friend.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

PGA TOUR GOLF

Stephen Poole

REVIEWS

Some games suffer in the translation from PC to videogame format, but *PGA Tour Golf* isn't one of them. *PGA Tour Golf* for the Genesis has all the options and features of its PC forerunner. In fact, the Genesis version of *PGA Tour Golf* is identical to the PC game in almost every way. And that's saying a lot, since *PGA Tour Golf* was voted GAME PLAYER'S Best PC Sports Game of 1990.

If you've played other golf videogames, you should be able to jump right into *PGA Tour Golf*. Your shots are controlled by a horizontal stroke bar. Press A or B to start your swing, tap it a second time to end your backswing and to set the strength of your shot, then tap it a third time to hit the ball. The point where you hit the button the third time determines whether you hit the ball straight, hook it left, or slice it to the right.

There's more involved than just learning how to time the stroke bar, though. Certain situations may require you to use special strokes, such



The 3-D putting grid shows you every contour of the green, as well as the distance from the ball to the cup.



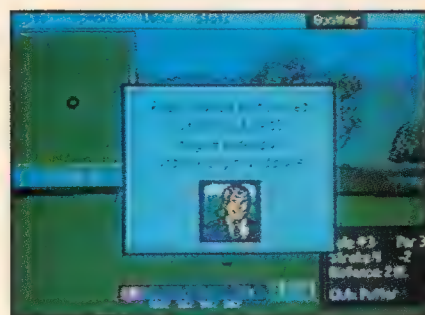
Check the wind gauge before every shot. It's located to the left of the stroke bar.

as a punch or chip shot. If you're buried in the sand, for example, you're probably better off hitting a short punch shot than using the normal swing and taking a chance on burying the ball even deeper.

As the title suggests, *PGA Tour Golf* is your chance to compete with the big boys, because you can play in tournaments at any of three real Tournament Players' Club courses (and one fictional course called Sterling Shores). You must finish among the top 48 after Round 1 to stay in a tourney, and in Round 2 you have to place in the top 32 if you want to play the last two rounds.

While the mechanics of *PGA Tour Golf* are similar to those of other golf games, this game does have a couple of unique features. For one thing, it presents each tournament as if it were being broadcast on TV. An announcer appears with updates on how other players are doing, famous golfers give tips for each hole, and instant replay is available to review your outstanding shots.

Another unusual feature of *PGA Tour Golf* is the way it handles putt-



After you complete a hole, a TV announcer appears with tourney updates.

ing. Instead of using arrows or a grid to indicate the way the green breaks, you're shown a 3-D display of the green. At first you may have trouble with it, but hang in there. Once you learn how to use the display, you can make some incredible chip shots and putts.

PGA Tour Golf isn't perfect. Its lack of color and detail might lead you to think you're playing on an 8-bit game machine, and it doesn't take a pro to give advice such as "Avoid the lake on your tee shot." But if you're a fan of golf simulations, *PGA Tour Golf* is essential for your videogame library.

Electronic Arts, 1820
Gateway Drive, San
Mateo, CA 94404

STORMLORD

Stephen Poole

Genesis gamers are beginning to expect arcade-quality graphics from their games — and often, that's just what they get. *Stormlord* is a perfect example. The first time you play it, you can't help but be astonished at the colorful and detailed graphics. When you lose your original allotment of lives, you might be tempted to reach into your pockets for a quarter to continue the game.

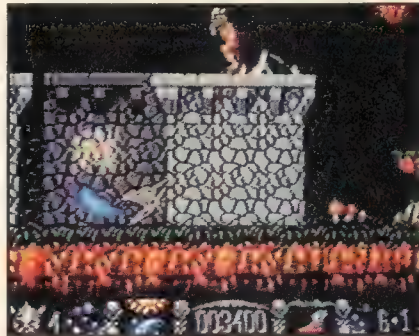


Reizarb will fly you all over the valley, and throughout the castle as well — but you have to risk the trip to find out where you're going.

The game's story isn't quite as detailed as the graphics. As *Stormlord*, you've been summoned to the Valley of Inoreppep Azzip to rescue a bevy of princesses. The princesses have been bewitched by an evil crone, and imprisoned in bubbles. It only takes a touch to burst a bubble and set a princess free.

You have to reach a bubble to touch it, though, and finding a way to get to all the bubbles within the time limit for each level is what *Stormlord* is really all about. Sure, there are plenty of enemies to kill with your throwing stars and blaz-

ing sword, but *Stormlord* is basically a puzzle game with a fancy frame.



If you fall into this pit, you can escape if you've picked up a pair of winged shoes. Be sure to avoid the fiery breath of the stone dragon.

You'll find many useful objects in your travels. To get past a group of angry bees, for example, you have to pick up a jar of honey, then drop it to draw the bees away. There are a couple of catches, though — you can only carry one object at a time, and you can only drop an object by picking up another one.

Reizarb, a huge bird, is ready to fly you to different areas of each level. To call Reizarb, you must stand on one of several platforms in every level. Each one will take you to a different destination. If you choose a platform before you're ready to go to the area to which it takes you, you might find yourself completely stuck.

Stormlord's graphics are impressive at first, but you'll be disappointed to find that the game's 10 levels take place in only two locales — a valley and a castle. RazorSoft, the company releasing *Stormlord*,

also included a graphic first for a videogame. A statue of an unclothed princess pops up throughout the game. It's eye-catching, but its appearance probably has more to do with publicity than the game's routine plot.



You're taken to a bonus round after each level. If you can save enough princesses before they descend into the flames, you'll earn an extra life.

Stormlord is challenging, but it's the sort of challenge that can easily lead to frustration. With only two continues, you can expect to start over many, many times. Unless you're a very patient gamer, *Stormlord* may quickly lose its appeal — with or without statues of bare princesses.

RazorSoft, 714B N. Broad-
way, Oklahoma City, OK
73118

GRENADA

William R. Trotter

Despite what the name might imply, *Grenada* is not a Caribbean adventure, nor the story of a city in Spain. It's a big, supertank shooter, sort of a 16-bit "Son of *Vindicators*." The star of the game is an enormously powerful supertank designated the HCT—Hypertek Cannon Tank. It's defended by shields and satellite weapons systems, and armed with all sorts of cannons and blasters.

There's a storyline tagged on to the game, but it's the fast-paced shooting and dodging of shots that you'll remember. Basically, you control the HCT through four stages of action, against as imaginative and

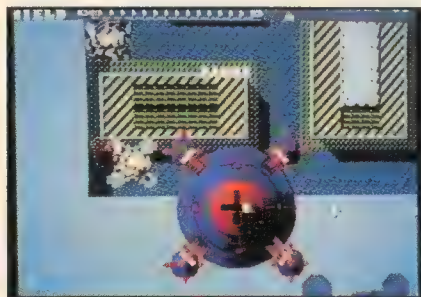
you proceed to an aerial battle involving a gigantic flying battleship, etc. The graphics in the flying-battleship sequence, by the way, convey a dizzying sense of altitude and will probably give you a bad case of the jitters if you're afraid of heights.

As you plan your movements, you'll often consult your radar dis-

do it when the enemy is in the farther reaches of your radar screen.

Crucial to success in this game are the various supplemental weapons you'll latch on to during battle. Some hover close to you, firing bullets more or less like those of your main tank, while others dart around you and fire homing missiles.

We enjoyed playing *Grenada*. The action is smooth and challenging, yet not quite at the outer limits of player skill, so that a player of modestly fast reflexes can make steady progress. The graphics are splashy, vivid, and highly inventive. Each of the action sequences is truly different, and most of the combat has been staged with considerable imagination. It's a top-notch shooter; if you liked *Vindicators*, you'll probably love *Grenada*.



Supplementary weapons orbit around the HCT, sometimes acting as shields, sometimes as extra firepower. Learn what each is capable of, so you can use them wisely.

play, superimposed on the bottom right side of the screen. Your tank is represented by a moving white dot, and enemy formations appear as swarms of red. When you clear all the ordinary enemy units from a stage, you'll hear a sudden change in the background music, heralding the approach of the level boss.

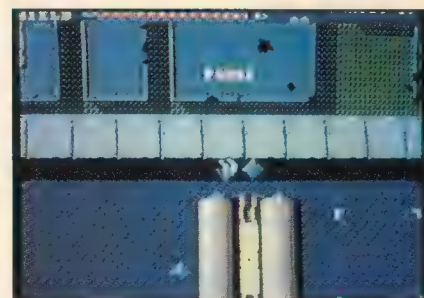
Pay attention to the terrain the HCT is traveling on. If you're moving through areas that slow the tank, you'll be hit hard by any enemy units in the vicinity. If you must cross broken terrain, or negotiate a lot of obstacles at slow speed, try to



The Grenada HCT is a quick, highly maneuverable vehicle. But if you're to survive, you'll have to rely on strategy as much as strength.

colorful a horde of enemies as you'll find in any videogame.

You begin in the streets of Tabora City, where you battle through mazelike streets filled with danger. You must knock out automated pillboxes that spew tanks by the score, dodge gigantic steamrollers, and finally duel with a crimson-and-chartreuse flying HCT. After that,



The giant rollers can't easily be destroyed, but you can avoid by them moving above them, then scooting into alleys and wall niches.

Renovation, 987 University Ave., Suite 10, Los Gatos, CA 95030

M.U.S.H.A.

Phill Powell

The ranks of truly great video-games just increased by one. *M.U.S.H.A.* does what the all-time best games do: It fully captures the attention of the person playing it. There's no half-level of involvement here. If you're playing this game, you're going to be enthralled.



This rolling pagoda hides a number of guns that are ready to fire. Constant movement is the key to shutting it down.

It isn't the story behind the game that puts the hook in you. The plot has something to do with a squad of space-ace fighter pilots getting wiped out, save one surviving flier. Now you, as this lone pilot, must brace yourself for the final, ultimate death-ride. The territories you'll fly over are loaded with enemy forces of all descriptions, on land and in the air. There's also one final complication to which you must adjust: You won't be flying an aircraft.

Not a traditional aircraft, anyway. This is *M.U.S.H.A.*, which stands for Metallic Uni-Frame Super Hybrid Armor. Not only does this miracle-metal protect you from enemy fire (and believe me, you're going to want protection), but it also

has its own built-in propulsion system. *M.U.S.H.A.* is literally a flight suit.

Your battle togs have weapons built into them, too, and the capacity to pick up and utilize the numerous power-ups you'll encounter. You'll face some strategic options with these power-ups.

The power-ups come in four varieties, each representing a certain type of weapon system. You can switch from one weapon system to another by picking up a new power-up. But if you're happy with your present weapon system, you might want to collect only those colored icons that match your original choice.



Not only do you have targets to destroy in this section, but the walls are trying to put the squeeze on you, too.

Doing this allows you to strengthen your firepower to almost unbelievable proportions. And naturally, somebody flying over hostile airspace in a metal suit would want a good weapon to defend himself with.

These skies are particularly nasty, too. You've really got to see the incredible enemies of *M.U.S.H.A.* to appreciate the depth of the graph-

ics and the level of imagination at work. As often as not, the enemies are machinelike, but with human appearances. A flying craft, for instance, might be shaped like the face of an Oriental goddess. It looks just like the head of an ornately carved statue. It does, that is, until it splits into two parts and opens to reveal the enormous laser aimed and ready to vaporize you.

All other considerations aside, *M.U.S.H.A.* excels because the action is so thrilling and so much fun. Controlling the game is smooth and easy to learn. That's nice, since you're going to want to play this classic shooter again and again.



In *M.U.S.H.A.*, winning can come down to choosing the right power-up system, like the emerald power-up above you here.

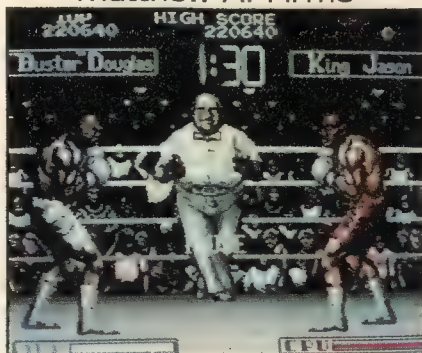
Seismic, 3375 Scott Blvd.,
Suite 100, Santa Clara, CA
95054

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Matthew A. Firme

If you approach James "Buster" Douglas Knockout Boxing expecting a souped-up version of Mike Tyson's *Punchout*, you're in for a surprise. *Knockout Boxing* doesn't feature funny, cartoonish fighters who whirl and dance around the ring. The fighters are all boxers, and the way you beat them is to out-box them.

You can choose to fight as any of five boxers. They differ in aspects like hand speed and power and ability to take a punch. Regardless of whom you choose, your moves are the same — jabs, uppercuts, upper hooks, and straight punches on offense, and defensive moves like crouching, leaping back, guarding the head or body with the arms, and leaning back to avoid the jab. Any of your punches can be aimed at the head or body, and by pressing both the A and B buttons at once, you can throw a slow uppercut, straight punch, or upper hook. The slow blows leave you open, but if you



King Jason shouldn't give you much trouble. He's especially vulnerable to the slow uppercut.

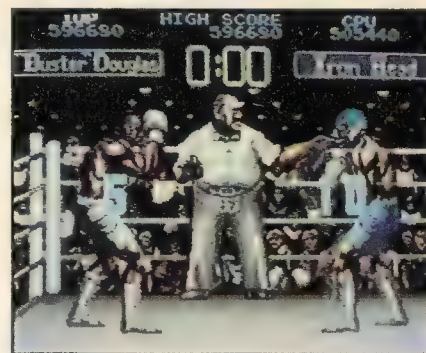
land one you'll really daze your opponent.

You can play *Knockout Boxing* against a friend or against the computer. If you play the computer you'll enter a four-round tournament against the other fighters, after which you'll be crowned champion. Then you'll have to defend against the same four opponents, and they're all significantly tougher this time out. If you hang on through four defense matches you'll fight the brutal Iron Head, the ultimate challenger. His power is unrivaled, and his speed dizzying. The only way to beat him is to avoid his crushing blows and watch for an opening.

The most impressive thing about *Knockout Boxing* is its potential for real boxing action. If you think you're pretty good after a few wins, try a 12-round tournament on the most difficult setting. By about the fifth fight, you'll find that you can't manhandle the opponent the way you did on the easy setting. You have to fight a smart fight, using

defense as well as offense. But don't rely on defense. This game awards points just the way the judges do in a professional fight. If you don't fight, you lose.

The game has a few shortcomings, despite its overwhelming strengths. Although the main graphics are excellent, all the between-round storyboards are stills and never change. And it would have been nice to see some new faces once you win the title, instead of fighting everyone twice. But these points seem minor compared with the overall excellence of the game. *Buster Douglas Knockout Boxing* does a terrific job of bringing you the feel and overall strategies of boxing.



You'll probably feel like a winner the first time you manage to go the distance with Iron Head. But remember, you can't take the decision on defense alone.



Look at each boxer's statistics when you're choosing the character you'll fight as. Buster's KO record time indicates that he has real knockout power.

Renovation, 987 University Ave., Suite 10,
Los Gatos, CA 95030

BIMINI RUN

Jeff Lundrigan

While vacationing on a beautiful tropical island, self-made millionaire and adventurer Kenji Ohara has a run-in with the depraved Dr. Orca. Orca kidnaps Kenji's twin sister and closest companion, Kim, and whisks her away in his yacht to a hideout deep in the heart of the mysterious Bimini Zone.

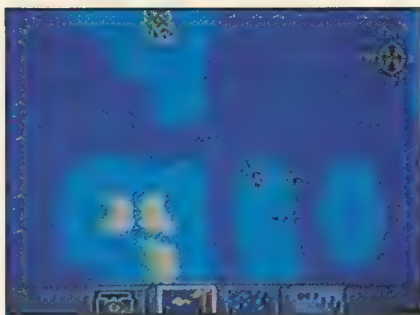


To destroy land targets, use the bazooka. Make sure you hold the button down until you hear the signal to fire, or the shot won't do any damage.

With his friend Luka (a marksman and weapons expert), Kenji speeds off in hot pursuit. He and Luka blast a path through Orca's army of attack boats and helicopters, racing to rescue Kim. The plot begins to thicken when the two learn that the nefarious doctor plans to rule the world by using his Behavior Altering Module, or B.A.M., to gain control of the mind of every man, woman, and child on the planet.

Bimini Run isn't just one game. It's a lot of different games, combining elements of an arcade shooter, a boating simulation, and just a touch of role-playing.

The game is divided into six stages, and there's a clearly defined goal for each stage: pursuing an enemy, destroying a specific installation, and so on. In order to accomplish your missions, you zip around the islands in Kenji's jet-boat, the *Banshee*, which comes equipped with a map, compass, and radar so you can tell where you are, where you're going, and what enemies are in your immediate area.



Check your radar often. It tells you what enemies are around you and where they are, as well as the locations of land targets on the islands.

As each mission progresses, you'll get calls on the radio from Kenji's friends scattered around the islands. This is where the role-playing aspect comes in. Kenji's friends are watching out for Orca's men, and will advise you where to go and how best to accomplish each mission.

In the meantime, you're constantly besieged by Orca's forces. They attack in relentless waves of boats and helicopters, constantly trying to blow you out of the water.



As you venture into the mysterious Bimini Zone, you'll have to fight off attacks from supernatural creatures. They blow up just like attack boats, though.

Luka fires all the weapons, and in a one-player game you aim the fire by steering the boat. But in two-player games, one player steers the boat while the other controls the direction of fire.

All this happens very fast — *Bimini Run* is a ferociously paced game. The graphics aren't breathtaking, although they're acceptably well-done. The game's biggest flaw is that its arcade aspect — the constant need to shoot everything that moves — tends to get frustrating and interferes with, rather than complements, the adventure aspect. But if you want a game that's a little different, *Bimini Run* is worth a look.

Nuvision Entertainment, 10
Apple Road, Beverly, MA
01915

AIR BUSTERS

Jeff Lundrigan

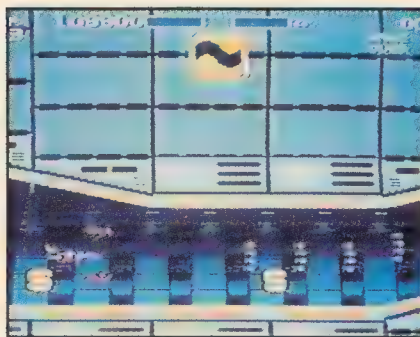
There are six stages to *Air Busters*, but unless you select the "easy" mode on the options screen, it's doubtful that you'll see more than the first two or three for quite a while.

Air Busters is a shooter, but it's one of the better shooters you're likely to find. Just when you start getting used to one kind of enemy, something new comes your way. The number of enemies is enormous, and so is the number of ways they'll attack you. This game keeps you on your toes.



You can identify the Weapon Transport Pods by their stubby barrel shape—and the fact that they're the only thing on the screen not shooting at you.

You have one super weapon at your disposal at all times: the Air Buster, a kind of smart bomb that affects all enemies on-screen at once. The only catch to using it is that it takes a while to charge up, during which you can't shoot your other guns. And once you've used it, you can't charge it up again until the unit cools down. Knowing when and how to use the Air Buster is a key element in getting through the game.



While racing at blinding speed through the underground Mechanized Cave, pay attention to the "curve ahead" signs that flash at the top of the screen.

Also important, though, are the many power-ups available. They arrive in Weapon Transport Pods, or W.P.T.'s. The W.P.T.'s always appear at the same locations, so as you go back and replay the game, you'll know where and when they'll show up. Blast one open and a shower of power-ups appears. You have only a second or so to grab the one you think you'll need the most in the coming sections of the game. Because you can have only one extra weapon at a time, it's an important decision—you'd better make it count.

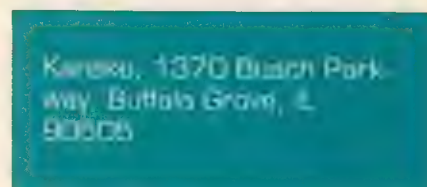
Air Busters' graphics are first-rate: colorful, sharp, and well-animated, and the backgrounds are nicely varied. Stage one, for instance, begins over a cityscape. The city is then destroyed—while you watch—and the stage continues over blasted ruins. Later stages take place underground, in space, and on other planets. There's always something new happening, which keeps the

game from falling into the kind of visual rut that shooters are so often prone to.



The long-range robot punch isn't the only weapon this boss has. Better keep moving if you don't want to be pummeled.

There's only so much you can say about this style of game. The overall quality of a shooter is governed mostly by the gloss of the graphics and the speed of the action. *Air Busters* scores high on both counts. It doesn't do anything new, but it does do things well.



SUPER VOLLEYBALL

Lisa M. Bouchey

More than 22 million people across the United States tried their hands at volleyball last year. By the time the 1992 Summer Olympics get underway in Barcelona, that number could top 25 million.

It's not surprising, then, that volleyball has been such a popular subject for videogames. Volleyball simulations have been designed for just about every videogame system — now, including the Genesis.

The first Genesis volleyball game, *Super Volleyball*, lets you go up against such perennial volleyball powerhouses as Brazil, China, France, Holland, Italy, Japan, the Soviet Union, and the U.S. You can play as any of these teams against any other team, or use the Team Edit feature to create your own squad. You can choose to play a practice game against the computer, a game against a friend, or to enter World League tournament play and go for the gold.

In the World League, seven games are played to determine world rankings, based on team wins and losses. In this mode, you can adjust



When the ball turns red, you can hit it effectively. How long you wait determines exactly what the ball will do.

settings such as ball speed and handicap points. A password feature allows you to resume tournament play anytime.

If you decide to build a team, you have many more options to consider. Keep in mind when you choose player types (spikers, servers, blockers, or receivers) that there are four positions on a team, and each player is responsible for an area of the court. You'll need one player that specializes in kills, like the center on an actual volleyball team; an open spiker, like a left or right ace attacker; and a third player responsible for setting up spikes. The fourth player will guard the end line, and serve.



Only one receiver is shown on-screen, but this player represents the three receivers on the back line of an actual volleyball team.

When serving, you can use the D button to choose four different styles — from a driving or underhand serve, to a jumping spike or drop serve. Once the ball is served, however, one of the game's major flaws comes into play. Regardless of how the ball is served, if it's playable, the receiver will automatically bump it to the setter each time. You won't find any dinks, floaters, or rainbow shots in this game — just the stan-

dard, monotonous bump and set.

Aside from the often-repetitious play, *Super Volleyball* has a lot going for it. The players and the two-dimensional view of the action are nice to look at, and the ball moves smoothly from one side of the court to the other. The password feature encourages you to keep playing, even though the teams you'll meet get better and better with each match. It takes a lot of practice to become competitive enough to beat the best.



If you decide to build your own team, make sure you choose players who are strong in spiking, receiving, serving, and blocking.

Video System, 17800 South Main Street, #121, Gardena, CA 90248

SPACE INVADERS 91

Lance Elko

REVIEWS

If you can remember when *Space Invaders* was an arcade hit, it's a safe bet you're not a kid. The game was a huge success, addicting arcade players a dozen years ago. By today's gaming standards, the vintage *Space Invaders* would be a guaranteed flop. Its black-and-white graphics, lack of variety, and primitive sound would probably bore most gamers of the '90s.



In Round 4 (the Moon), take advantage of the crater — by positioning your ship just right, you can get an angle on the aliens.

Taito's new *Space Invaders 91* revives the arcade classic for the Genesis, and with excellent results. The object of the game is simple, and the same as its forerunner: Defend Earth by shooting columns and rows of descending aliens. If they reach Earth's surface, you've failed. Your strategy is as simple as the game's object. Move your ship across the bottom of the screen, firing up at the invaders and dodging the various bombs and missiles they drop. As in the original version, you don't play to win — you play for as many points as you can get.

While the goal is the same in both versions, the Genesis release offers a ton of new game features. There are more levels than most players could ever reach, and each has unique sound, graphics, and enemies. You can't always anticipate the next enemy ploy in 91, as you could in the arcade version.



This ship has acquired a Hyper Shield, a terrific — but temporary — defense against alien bombs. Be careful, though — invader missiles shot at an angle can still reach your ship.

Taito includes a bundle of new weapons that not only give the game an added complexity, but also nudge the emphasis toward strategy. If you can shoot the mystery ships that frequently fly across the top of the screen (this often requires you to shoot accurately *between* the invader columns), you'll get a powerful weapon, which falls to your ship. The reward can be a new offensive weapon (Hyper Laser, Homing Beam, Buster Laser, Power Beam, or Super Crusher) or a powerful defensive weapon (Speed Up, Recover Shield, Time Stop, Hyper Shield, or



A mystery ship is flying right to left across the top of the screen, and this player's ship is in perfect position to get a clear shot.

Psychic Shield). Until you're familiar with their specific functions, you won't be able to use these items effectively — but once you recognize the weapon you've received and know how to use it, you'll be playing a game of strategy. Most of the weapons are powerful when used correctly, but they don't guarantee an easy game.

There are lots more new features — many of them subtle — in *Space Invaders 91*. Suffice it to say that Taito has thoughtfully and carefully embellished a classic. The result is an excellent revision of an old game that stands up well, play after play, even in 1991.

Taito, 390 Holtbrook Drive,
Wheeling, IL 60090

GAIN GROUND

William R. Trotter

It is the far future, and the human race seems to have outgrown its old aggressions and violent impulses. Peace and reason rule, and war is nonexistent. A true utopia has arrived.



In this game you'll face a wide and imaginative assortment of enemies, armed with many different kinds of weapons.

But, as it has throughout mankind's stormy history, an old argument arises: Is it desirable to *completely* breed out the race's more aggressive, survival-oriented traits? What if a great catastrophe should strike, or an alien race invade? After so long a period of peace, will man still possess the will to fight?

A vast, computerized war-simulator, Gain Ground, was designed to stimulate man's instincts for struggle and conflict. But somehow, the programmers lost control. Gain Ground and its hordes of robotic warriors refused to accept any input—in fact, the system captured its designers, as well as several well-armed rescue teams that went in after them.

Now the government is prepared to send one last team into the

Gain Ground simulator. If this attempt fails, the entire system will be blown up.

In either one- or two-player mode, you control this trio. In each stage of *Gain Ground* you'll have to rescue other warriors who were taken captive in earlier attempts to control the runaway system. Each character may carry, piggyback style, a single captive. If you succeed in reaching the next stage without



Your spearman doesn't have much range, but he can hit enemies firing down at you from high places.

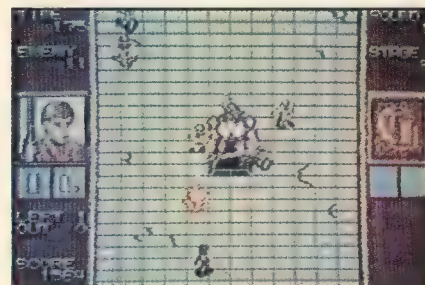
being captured yourself, the captives add their strength and weaponry to the party.

Altogether, there are 20 warriors. Some are armed with conventional weapons and bombs, others with wind, water, or boomerang weapons. The major strategy in this game consists of selecting the right warrior to deal with a given situation. Some warriors—especially useful for quick-footed rescues—depend more on speed than firepower.

There are 50 different screen layouts (five rounds of ten stages each), each with different enemy

formations and weapons technology. The first enemies you meet may be armed with bows and arrows, and later ones use plasma bombs and lasers. You may discover that, in some stages, a head-down sprint for the exit is best. In others you may have to plot careful strategy, including which enemies to get rid of first, and how.

Gain Ground is an interesting game—a bit more thoughtful and deliberate than the usual scrolling shooter—and veteran game players might be reminded of that great old Atari 2600 game, *Berserk*. It looks good and plays well, even if it doesn't break much new ground.



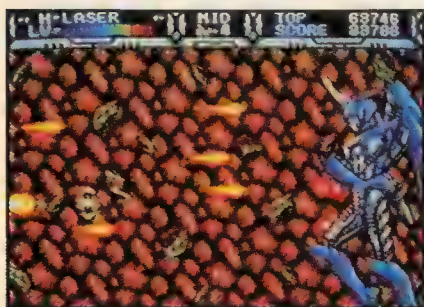
Don't get so caught up fighting the boss that you ignore his smaller, but still dangerous, accomplices.

Renovation Products, Inc.,
987 University Avenue, Suite
10, Los Gatos, CA 95030

GAIARES

Jeff Lundrigan

After generations of environmental abuse and neglect, the Earth is a toxic wasteland. But although the Earth is a terrible place to those who live there, it's a gold mine for the intergalactic terrorist organization Gulfer — and its insane, cyborg



When fighting Galudia, keep the TOZ pod in front of you and set your maneuvering speed to MAX. The TOZ pod will block Galudia's fireballs, and the speed helps you to dodge its power beam.

leader, Queen ZZ Badnasty. Gulfer plans to use the toxic and radioactive wastes so plentiful on Earth to build terrorist weapons of horrible force.

The United Star Cluster of Leezaluth, learning of Gulfer's plan, sent a messenger to Earth with an ultimatum: either stop Gulfer or the forces of Leezaluth would do so themselves — by causing the Sun to go supernova. If the Earth can succeed in wiping out Gulfer on its own, the Leezaluthians will move the human race to another, Earth-like planet and allow it to start over.

But there is only one hero left on Earth: Dan, a young and untested warrior. Alexis of Leezaluth, the

messenger sent to Earth, was impressed by Dan's strength and will to fight, and broke the laws of Leezaluth to bring him the TOZ system. The TOZ system is an artificial intelligence module that can attach itself to an enemy, analyze that enemy's weapon systems, and transfer those weapons to a friendly ship.

Thus begins *Gaiare's*. Either you defeat Gulfer or your planet dies in a supernova explosion.

The TOZ system is one of the most unique features of this side-scrolling shooter, and makes the game more interesting than most. What the TOZ effectively does is allow you to steal the enemy's weapons for your own use. You have to work for your power-ups this way, but there's something vaguely satisfying about ripping off alien invaders — and the number of different weapons available is impressive.

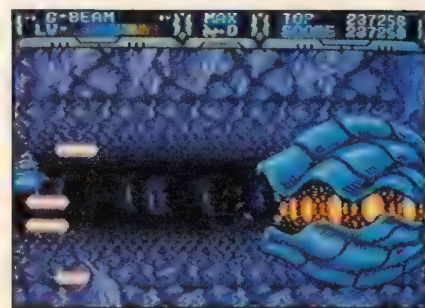
At your command, the TOZ zips



You can steal the Giga-Beam weapon from a Refredly — if you're quick. Release the TOZ pod, then get out of the way. The TOZ pod will return to you whenever you are.

out and grabs the enemy, then returns with the new weapons. The only drawback to using the TOZ is that your ship can't fire until the TOZ returns, so you're defenseless while the TOZ does its work. This isn't an easy risk to take, because the screen is usually packed with enemies.

Gaiare's is a challenging (even difficult) shooter, certain to test the skills of even the most experienced game player. Its ingenuity and unique look make it stand out from the growing shooter-crowd. The graphics are as sharp and colorful as anything you've seen on the Genesis, and the number of different enemies is staggering — not really surprising, since *Gaiare's* is an 8-megabyte game. The introductory sequence alone lasts nearly ten minutes.



Demarina starts out as an innocent-looking giant clam. The shell can't be damaged, so aim for the interior.

Renovation Products, Inc.,
987 University Avenue,
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95030

JUNCTION

Richard Lashley

Cramped fingers, sleepless nights, and a nervous twitch in your eye — these are all symptoms of arcade-game player burn-out. If you suffer from any of these conditions, don't fret, there *is* help. Bignet's *Junction* offers a therapeutic respite from the dizzying, fast-paced action of shoot-em-ups.



The vivid, scenic interludes between stages contribute to the charm of this game.

Junction has a soothing quality you'll notice instantly. The music is reminiscent of a "Miami Vice" soundtrack, and the game's smooth graphics create a pleasing visual environment that encourages repeated play.

The premise of *Junction* is simple, but challenging. The game is played on a board divided into sliding blocks. Each block has a groove carved in its surface. The object is to move a ball through these grooves, sliding blocks together or apart to keep the ball moving along the surface of the board. The real strategy is moving the right block to the right space, thus keeping the ball in motion. While you're moving blocks around, you must also watch for enemy spheres that sometimes

appear and threaten your ball.

The game has five stages, each with ten levels. A stage-select feature allows you to start on any level, but you must score 500,000 points to see the final screen. You're awarded 100 points each time your ball rolls over a block on the board. To clear any given stage, your ball must cross a number of specific checkpoints — and you must do all this within a time limit.

You use the variety of shapes imprinted on the blocks to make snaking pathways toward the checkpoints. Some blocks have straight paths, while others curve or dead-end.



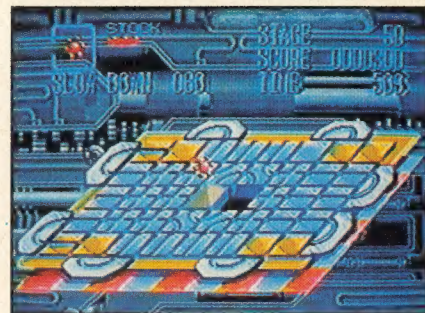
On all 50 levels of *Junction*, you have to channel your ball away from the enemies (the smaller spheres), and reach all the checkpoints (flashing in the board's upper right corner here).

Trying to reach a specific point on the board can be frustrating at first. A variety of power-ups and, most importantly, checkpoints appear for a few seconds, then vanish. Plan ahead which blocks to move. This is where the game's speed

control feature proves invaluable, because you can slow your ball to a crawl while you determine how to reach the desired location.

You must think fast when planning a route. The time clock doesn't wait for anyone, so get to the checkpoints *quickly*. *Junction* has a gradual difficulty curve from level to level, and there is plenty of time to master the manipulation of the blocks. If you don't get the hang of it, you might find yourself tiring of the game quickly.

Junction provides hours of low-impact entertainment. It's fun just to sample the plentiful screens. The gentle action, dressed up with a nice soundtrack and rich graphics, makes it a pleasant new puzzler.



Use the pyramid to jump this missing block, then be ready to move *quickly* to guide the ball away from the edge of the board when the ball lands.

Bignet USA, 388 Market Street, Suite 500, San Francisco, CA 94111

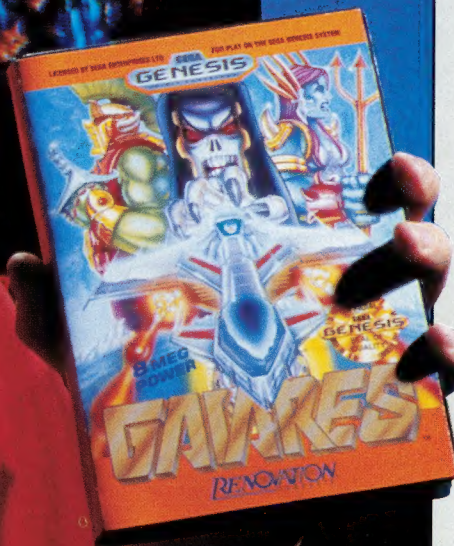
Jamie Bunker
Professional Gamer

"Here's one game
that really smokes"

When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.

Why? Because Gaiares is the first of its kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.

So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.



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This is Powerball, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

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The Game Creator

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